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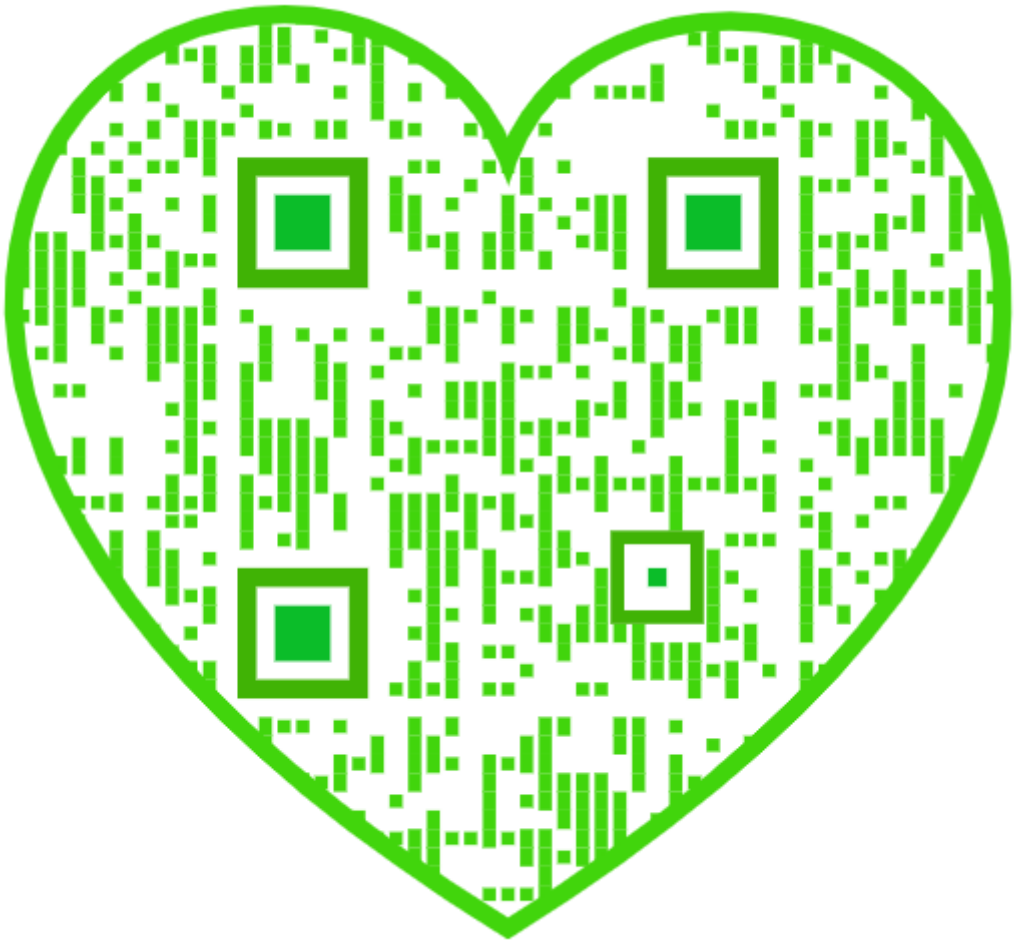
THE EVOLUTION OF WHIST

WILLIAM POLE



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THE EVOLUTION OF WHIST

THE

EVOLUTION OF WHIST

A STUDY OF THE PROGRESSIVE CHANGES
WHICH THE GAME HAS PASSED
THROUGH FROM ITS ORIGIN
TO THE PRESENT TIME

BY

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"THE PHILOSOPHY OF WHIST," ETC., ETC.

HONORARY MEMBER OF THE AMERICAN WHIST LEAGUE

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To Henry Jones, Esq.

My dear Jones :

In my endeavour to trace out the Evolution of Whist, I have found one name prominently before me in every stage ;—that of "Cavendish."

It is he who, by his industrious investigations, has enlightened us as to the fashioning of its embryonic elements, in the distant and obscure past, while it had only a vague existence.

It is he who has pointed out how it flashed upon society at its birth, and for a long period dazzled the intellect and fashion of Europe.

It was he who, in its maturity, took the chief part in defining and proclaiming its great powers.

And it is he who, largely by his own efforts, has invested its old age with new attractions, and spread them over a new world.

"Cavendish" dedicated his work to the most eminent Whist personage then living ; I hope you will not think me too presumptuous in doing the same.

Yours very faithfully,

William Pole.

PREFACE

It is with some diffidence that I have complied with a request, from several quarters, that I would write further about Whist. The latest progress in the game has taken the form of very elaborate detail in the practical Rules; and I have always preferred to leave this branch of the subject in the hands of more experienced players, confining my own province to considerations of a wider range and more general character.

I have, however, been glad to know that this latter course has not been without utility; and I venture to think that, in the complicated maze of practical instruction now offered to students, it may be salutary to interpose some more comprehensive views. And I believe that such an object may be most usefully attained by a careful scientific study of the whole history of the game; not as a mere curious collection of dry facts and dates, but for the purpose of tracing out the principles and motives which have determined and guided its progressive changes.

Fiske 1928.

The influence of a philosophical study of History on the judgment of current events is now well established in literature, and there seems no reason why it should not be applicable here. The progress of Whist proves to be a clear case of gradual Evolution, which has never yet been thoroughly examined, and this is a want I have endeavoured to supply.

It is impossible to write on historical matters without copious references, and I have to make many grateful acknowledgments of help in this direction. In the first place I have to thank Mr. Murray for liberally allowing me to incorporate in these pages, so far as I desired, the article written by me for the *Quarterly Review* of January, 1871, the object of that article being somewhat akin to my present one, though on a more limited scale. Messrs. De la Rue, also, have been good enough to give me free permission to make extracts from the excellent works published by them.

Then I have to make a special acknowledgment to the Whist authorities in the United States of America. The position which modern Whist has taken there is so remarkable, that I have thought it right to devote a large space to its description and consideration, and in doing this I have had the kindest

aid from the Officers of the American Whist League. And further, the Editor and the proprietors of their official organ, the *Milwaukee Whist Journal*, have liberally sanctioned my making free use of any matter therein contained, without which, indeed, my work would have been impossible.

And lastly, I must express my special indebtedness to my old friend "Cavendish," not only for the references to his valuable works, which will be found throughout this volume, but for personal assistance in its preparation, to an extent which I cannot attempt to specify.

W. P.

LONDON, January, 1895.

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THE EVOLUTION OF WHIST

INTRODUCTION

"IT has been found hard," said Dr. Johnson, "to describe man by an adequate definition." The term "reasoning animal," is objected to because so many of his race do not reason, while so many of his "poor earth-born companions" do. In default of more refined psychological distinctions, reference has been made to certain habits which appear to have spontaneously developed themselves in his nature. Thus he has been called a cooking animal; a laughing animal; a clothes-wearing animal; a tool-making animal; and, more recently, a gambling animal.

There is nothing very striking in these definitions, and many more might be discovered with a little ingenuity; but it is remarkable how man has contrived to impress upon all such innate habits the stamp of his high intellectual powers. Cooking, for example, has been exalted by the "Physiologie du Gout" and "The Original" into an æsthetic

study; merriment and wisdom are proverbially connected; the "Sartor Resartus" will illustrate the philosophy of clothes; the powers of intellect devoted to tools during the last century have revolutionized the world; and in regard to the last and least promising of our list, even the gambling propensity has been elevated by the invention and general adoption of games combining chance and skill, in which the excitement of hazard is tempered by the more wholesome interest of the intellectual exercise. Such games have varied much from time to time, and, as civilization has advanced, have gradually improved in character and attractiveness, till they have culminated in the noble game of WHIST, which, as now practised, after nearly three centuries of elaboration, stands unrivalled at the head of all in-door recreations.

It has now become a favourite amusement in all ranks of society, and especially with persons of great intelligence and ability. It is differentiated from all other card games by the demands it makes on the intellectual powers, and the opportunity it gives for high mental skill; indeed a great man once said that in choosing a Prime Minister, his Whist playing would offer a sufficient test of his competency. But Whist is not exclusively a study for great minds;

it is so catholic in its nature that ordinary intellects can find pleasure in its practice. In social circles it is becoming constantly better known, and its value better appreciated, although the general style of play is not always so intellectual as it might be.

Whist is both a Science and an Art. It is a Science, because its foundations are laid on truly scientific principles; on the mathematical laws of probabilities, and on strictly scientific reasoning directing their application. It is an Art, because it requires education, practice, judgment, and skill, in the actual conduct of the play. In this, as in many other intellectual pursuits, it is only by a combination of the two that eminence can be obtained. Hence, both must be learned: the science, to enable the student to understand the principles on which he has to proceed; and the art, to direct him how to carry these principles into effect to the best advantage.

The most astonishing feature of Whist is the immense variety that may arise out of a very simple elementary structure. It is really one of the simplest card games known, consisting merely in "making tricks" according to certain conditions which a child

may learn in a few minutes. And yet how to do this in the most advantageous way is a problem that has occupied the most powerful minds for centuries. And it is not only that the mode of procedure is subject to almost infinite variations of individual volition, but there have been, from time to time, while still adhering to the same elementary skeleton of game, remarkable varieties, not only in the details but in the general forms. Different modes of procedure have been laid down, and different sets of rules have been recommended for the guidance of players, all varying so much as to constitute what may be described as different phases of the game, each having peculiarities of its own, worthy of attention and study.

This great variety of complex structures, built on one underlying skeleton, cannot fail to remind us of similar productions in the world of nature, where we may often find some great general fundamental feature, such, for example, as the vertebrate principle, extending through a multitude of animate forms all largely differing from each other. And when this idea is once entertained it suggests further analogies. Cannot we also see, in the history of Whist, traces of that wonderful element, EVOLUTION, which modern discoverers have proved to be the

great source of progressive change in all organic nature?

We certainly can, for it is impossible to study carefully the history of the game without perceiving that its varieties have, for the most part, not been arbitrary changes. They have clearly, in conformity with this universal law, resulted from a gradual progress, or development, in the intellectual character of the game, and in the complexity of its varying forms. In the earliest stage it was a very simple matter, easily understood and easily practised; then, as its capabilities began to be discovered, more advanced varieties came in, and these became more and more complex, adapted to more and more intellectual skill, until at last they have culminated in the present elaborate development, which is one of the most striking features of the time, if only on account of the enthusiasm with which it is cultivated by the highest class of players.

Now this view of the gradual development of Whist, from its earliest inception to its present elaborate form, deserves more careful attention than it has yet received. Its true interest consists, not merely in lists of dry facts and dates, but rather in the consideration of the nature and import of the changes that have taken place; and this point

has received but little study or description. The reason for this neglect is the general assumption that any advance or improvement justifies the oblivion of what has gone before. Any proficient who has made himself master of an improved style of game is accustomed to despise as useless and uninteresting the earlier forms. Charles Lamb, for example, playing the Hoyle game of Mrs. Battle, characterized the more primitive practice as "sick Whist," and a little later we find the "modern scientific" experts despising the antiquated game of Charles Lamb. And such has been the progress of Whist Evolution in the last two decades that a member of the present American League would look down even on the fine playing of Deschapelles or Clay.

We are arriving, now, at a degree of elaboration which gives us pause. The improved game has been taken up, as we shall see hereafter, earnestly and enthusiastically by numbers of connoiseurs, of high intellectual ability, who have devoted themselves to its cultivation; but whatever its merits may be, it would be too much to assume that it forms the only kind of game which will be or ought to be played. Clay has remarked very pertinently, that an increased call upon the skill required limits considerably the number of

players, and it would be a reproach on the merits of Whist, and on the universality of its pleasure-giving power, if its practice were confined to the comparatively small public who could master its more modern intricacies and complications. It is desirable, therefore, to consider our position; and we believe our policy should lie, not (as some would have it) in discouraging the march of Evolution, or in depreciating the value of its results; but in contesting the exclusiveness with which the idea of it is associated.

In the great evolutionary systems of nature the production of higher forms does not necessitate the extinction of the antecedent ones. Many still live and flourish contemporaneously with their advanced progeny. Although man may have been evolved from some Simian ancestor, and may be vastly superior to him, yet they may both exist together, and each will find for himself a suitable place in the world. And so with Whist, without doubting the reality of the advance, or the intellectual superiority of the higher inventions, it does not follow that they need abolish the preceding lower ones, or that they ought to do so.

Indeed, the question has settled itself. As a matter of fact, in the present day an enormous number of persons, who take pleasure in

playing Whist, still adopt actually its most primitive forms. And why should they not, if they find such forms the most suitable for them? The amiable lady who begins by playing out her aces, or the pleasant club member who leads his lowest card from five, ought not to be upbraided for bad play. All that should be said is that they play varieties of the game differing from that recommended in "Cavendish's" latest editions. We may take it for granted that, whatever may be the exclusive notions of the select Whist aristocracy, there will always be a large democratic body who will please themselves as to what sort of game they play. And we may, therefore, as well meet this inevitable fact boldly.

These considerations suggest a new object for an Essay upon Whist. The usual aim of a Whist book is to describe a particular kind of game, which its author believes is the only true one; to lay down its principles, and to give the reader practical directions how to carry them out in his play. This is not the object aimed at here. We propose to take a broader survey of Whist in general, to investigate its history, and to trace its gradual development, showing the different aspects it has presented, and the different ways it has been treated from time to time.

In this way, while observing the process of Evolution, by which, under the constant effort of powerful minds it has reached its present advanced stage, we shall not lose sight of the nature of its intermediate forms.

The steps or phases of progress in Whist structure will of course be most naturally indicated by the varieties of game prevalent at different times. The definitions of these, and the determination of their history and comparative age, are not always easy; for, as in all cases of evolutionary development, we find the various stages run into one another. Looking, however, broadly at the facts of history we may clearly identify four great varieties, prevailing at moderately well-defined times, and it is proposed to treat of these in four divisions of the present work.

We may first notice the primitive stage of Whist, occupying a long era from the origin of the game to the date immediately preceding Hoyle; and we may characterize the simple structure that prevailed during this era as THE PRIMITIVE GAME.

The next stage begins at the date when Whist was raised into a really intellectual pastime under the master mind of Hoyle, who was well followed in the same path by Payne and Matthews. We have, therefore, the opportunity of showing how THE GAME

OF HOYLE differed from its antecedent form. The era of this game, unchanged, lasted for more than a century.

In process of time, however, the game of Hoyle was, by the further study of many clever experts, represented chiefly by "Cavendish" and James Clay, consolidated into a more settled and definite system, on a strictly logical and philosophical basis, forming what is termed THE PHILOSOPHICAL GAME.

The era of this last-named form extends to the present time, for the game remains, essentially, in its leading principles the same. But it has been subject in recent years to development in its details, so remarkable as to have attracted largely the attention of high-class Whist players, particularly in the United States of America. This development must therefore be considered as an important step in the Evolution of Whist, and will be treated of in our Part IV.

PART I

THE PRIMITIVE ERA

A.D. 1500 TO 1730

CHAPTER I

EARLY HISTORY

IN this chapter it is proposed to give a brief notice of the chief facts known as to the origin and early history of Whist, leading to what we have designated as the PRIMITIVE GAME.[1]

Whist is of English origin, but its early history is involved in some obscurity. It is not to be supposed that a game of this high character should have sprung at once perfect into being; it has been formed by gradual development from elements previously existing. When these began to assume shapes akin to what we know now, the "fittest" of them "survived" and became, in process of time, moulded into the present forms.

As early as the beginning of the sixteenth

[1] The information we possess as to the early history of Whist is chiefly due to the investigations of "Cavendish." The historical notices contained in this and some following chapters are taken largely (with some later corrections) from an article, by the author of the present work, in the *Quarterly Review* of January, 1871, the use of which has been kindly sanctioned by the publishers of that periodical.

century a card game was in common use in England, of which both the name and the chief feature enter prominently into the structure of Whist. This was called *triumph* —corrupted into *trump*—and the essence of it was the predominance of one particular suit, called the triumph, or trump-suit, over all the others. A work published in Italy in 1526 speaks of a game called *Trionfi*, which is also mentioned by Rabelais as *La Triomphe*, among the games played by Gargantua; but this, which resembled Écarté, must not be confounded with the English game. The latter was, in all probability, distinctly of English origin, and was popular in good society, as we find a reference to it in a quarter where it would hardly be looked for; namely, in a sermon preached by Latimer at Cambridge, the Sunday before Christmas, 1529. He mentions the game under its corrupted as well as its original appellation, and clearly alludes to its characteristic feature, as the following extracts will show:

"And where you are wont to celebrate Christmas in playing at cards, I intend, by God's grace, to deal unto you Christ's Cards, wherein you shall perceive Christ's Rule. The game that we play at shall be called the Triumph, which, if it be well played at, he that dealeth shall win; the Players shall likewise win; and the standers and lookers upon shall do the same.

. . . . . .

"You must mark also that the Triumph must apply to fetch home unto him all the other cards, whatever suit they be of.

. . . . . .

"Then further, we must say to ourselves, What requireth Christ of a Christian man? Now turn up your Trump, your Heart (Hearts is Trump, as I said before), and cast your Trump, your Heart, on this card."

Other references to this game are found at a later period; we need only mention two. In "Gammer Gurton's Needle," one of the earliest pieces performed in England under the name of a comedy, and written by Bishop Still, soon after the middle of the sixteenth century, occurs this passage:

"*Chat.*—What, Diccon? come nere, ye be no stranger;
We be set fast at trump, man, hard by the fyre.
Thou shalt set on the King, if thou come a little nyer.

. . . . . .

Come hither, Dol; Dol, sit downe and play this game,
And as thou sawest me do, see thou do even the same;
There is five trumps besides the queene, the hindmost thou shalt find her;
Take hede of Sim Glover's wife, she hath an eie behind her."

Another reference is by Shakespeare. In "Antony and Cleopatra," Act IV., Scene 12, *Antony* says (folio, 1623):

"My good Knaue *Eros*, now thy captaine is
Euen such a body; Heere I am *Anthony*,
Yet cannot hold this visible shape (my Knaue)
I made those warres for Egypt, and the Queene,
Whose heart I thought I had, for she had mine,
Which whil'st it was mine, had annext untoo't
A Million moe, (now lost,) shee *Eros* has
Packt Cards with Cæsar, and false plaid my Glory
Vnto an Enemies triumph."

This passage has been the subject of several comments; but the repeated allusions to card-playing leave no doubt as to the reference in the last word.

About the beginning of the seventeenth century the game of Trump had acquired in England another name, which is also preserved in Whist; *i.e.*, *Ruff*. There is no information how this word came to be used; we only know that the two terms were synonymous, as Cotgrave, in his French and English Dictionary, 1611, explains the French word *triomphe* to mean "the card game called ruffe, or trump;" and Nares, in his Glossary, says ruff meant a trump card, *charta dominatrix*.

But contemporaneously with this the game itself had also undergone, in England, some modifications which caused it to differ materially from the original type, and among them was the attachment of certain advan-

tages, or "honours," to the four highest cards of the trump suit. This was probably of itself an ancient invention, for we find a game called "Les Honeurs" in Rabelais's list; but whether the honours were imported into Trump or Ruff, and so gave the game a new character, or whether they were an original part of the game, we have not evidence enough to decide. At any rate, the game was called "Ruff and Honours."

It was played with a pack of fifty-two cards, the ace ranking the highest. There were four players, two being partners against the other two, and each received twelve cards; the remaining four were left as a "stock" on the table, and the top one was turned up to determine the trump suit. The player who happened to hold the ace of trumps had the privilege of taking the "stock," in exchange for four cards of his own, an operation called *ruffing*. The score was nine, and the party that won most tricks were "most forward to win the set." Three honours in the joint hands were reckoned equivalent to two tricks, and four honours to four. This came very near Whist, and was, in fact, Whist in an imperfect form.

The further changes in the constitution of the game, and the radical alteration of the

name, appear to have taken place early in the seventeenth century. The first form of the new designation was *Whisk*, a word which occurs in "Taylor's Motto," by Taylor, the water poet, published in 1621. Speaking of the prodigal, he says:

"He flings his money free with carelessnesse,
At novum, mumchance, mischance (chuse ye which)
At one-and-thirty, or at poore-and-rich,
Ruffe, slam, trump, nody, whisk, hole, sant, new cut."

The origin of the word is obscure; but it has been suggested that it was used as a synonym for *ruff*, in ridicule of the affectations of the gallants who played at the game. The article of dress in fashion under the latter name at the time is described as—

"Great and monsterous, made either of cambric, holland, lawne, or els of some other the finest cloth that can be got for money, whereof some is a quarter of a yard deepe, yea, some more, hanging over their shoulder points, instead of a vaile. But if Æolus with his blasts, or Neptune with his storms, chaunce to hit upon the crazie barke of their bruised ruffles, then they goeth flip-flap in the winde, like ragges that flew abroad, lying on their shoulders like the disheclout of a slut."

This sort of thing might well be ridiculed as a *Whisk*, which not only meant "a small

besom or brush," but also referred to an article of dress:

> "Their wrinkled necks were covered o'er
> With whisks of lawn, by grannums wore
> In base contempt of bishops' sleeves."

Thirty or forty years after Taylor's mention of the word as applied to the game, it had become changed to the present form, the earliest known use of which is quoted by Johnson from the second part of "Hudibras" (spurious), published in 1663:

> "But what was this? A game of Whist
> Unto our Plowden-Canonist."

In the opinion of the best modern etymologists the original spelling of "Whisk" or "Whist" is of no consequence as regards the derivation of the word; the latest view of the highest authorities is that it is of imitative origin, and means "silence," a view which also prevailed in earlier times, as will be seen further on.

In 1674 we find a published description of the game in a curious book, by Charles Cotton, the poet, entitled, "The Compleat Gamester, or Instructions how to play at Billiards, Trucks, Bowls, and Chess, together with all manner of usual and most

gentle Games, either on Cards or Dice." In this book a chapter is devoted to "English Ruff-and-Honours and Whist," and it contains the following passage:

"Ruff and honours (*alias* slamm) and Whist are games so commonly known in England, in all parts thereof, that every child almost of eight years old hath a competent knowledge in that recreation."

After describing ruff and honours, the author says: "Whist is a game not much differing from this." Each player still had twelve cards; but instead of leaving an unknown stock on the table, the four deuces were discarded from the pack before dealing. The abolition of the unknown "stock" was a great step in advance, as it enabled the players to calculate with more certainty the contents of each other's hands. The score was still nine, tricks and honours counting as before.

Cotton says the game "is called Whist from the silence that is to be observed in the play." This meaning is warranted by the custom of the time. The word, although treated as a verb, adjective, or participle, by Shakespeare, Milton, Spenser, and others, is defined by Skinner (1671), one of the best authorities, as *interjectio silentium imperans;* and so it was commonly used. In an old

play, written by Decker in 1604, we find the example:

"Whist! Whist! my master!"

Cotton's derivation of the present name has been supported by Johnson and Nares, and has always been most commonly received; but it must not be forgotten that the word *Whisk* continued in use, along with the other name, for a century after Cotton wrote. Pope, in his epistle to Mrs. Teresa Blount, 1715, says:

"Some squire perhaps, you take delight to rack,
Whose game is Whisk, whose treat a toast in sack."

Dr. Johnson defines Whist as "A game at cards, requiring close attention and silence; vulgarly pronounced *Whisk*." And he points out the many ways in which the word Whist is used, conveying the sense above given.

The Hon. Daines Barrington, writing as late as 1786 on games at cards, uses the word *Whisk* without any qualification.

It is possible that, when the game took its complete form, the more intellectual character it assumed demanded greater care and closer attention to the play; this was incompatible with noise in the room, or with conversation between the players; and hence the word "Whist!" may have been used in

its interjectional form to insist on the necessary silence; and from the similarity of this to the term already in use, the modification in the last letter may have taken its rise. It is worthy of remark that in a fashionable book on Ombre, published in Berlin in 1714, the writer, who had probably never heard of the English game, says: "Pour bien jouer l'ombre, il faut du silence et de la tranquillité."

But whatever may be the views held in this country as to the origin of the name of our national card-game, it is only fair to our ingenious neighbours across the Channel to give their explanation, which we find in a French work on Whist:

"At a time when French was the current language in England, the people had become so infatuated with one of their games at cards that it was prohibited after a certain hour. But parties met clandestinely to practise it; and when the question, 'Voulez-vous jouer?' was answered by 'Oui!' the master of the room added the interjection, 'St!' to impose silence. This occurred so often that 'Oui-st,' became at length the current appellation of the game!"

With these names there came to be associated another of a very strange character; namely, "swabbers" or "swobbers." Fielding, for example, in the account of Jonathan Wild's detention in the spunging-house in London, in 1682, says: "Whisk and swab-

bers was the game then in the chief vogue." Swift, in his "Essay on the Fates of Clergymen," ridicules Archbishop Tenison, who was said to be a dull man, for misunderstanding the term. He relates a known story of a clergyman who was recommended to the Archbishop for preferment, when his Grace said: "He had heard that the clergyman used to play at *Whist and swobbers;* that as to playing now and then a sober game at Whist for pastime, it might be pardoned, but he could not digest those wicked swobbers." "It was with some pains," added the Dean, "that my Lord Somers could undeceive him." Johnson quotes the pretended speech of the Archbishop, and defines swabbers as "four privileged cards, which are only incidentally used for betting at Whist." The additional term was of limited application, and soon went out of use.

It is curious that although the precursors of Whist had enjoyed favour in high places, yet Whist itself in its infancy was chiefly played in low society, where cheats and sharpers assembled. A considerable part of Cotton's chapter is devoted to a warning against the tricks and frauds of these gentry. He alludes to the "arts used in dealing," and shows how, by ingenious devices, "cunning

fellows about this city may not only know all the cards by their backs, but may turn up honours for themselves, and avoid doing so for their adversaries." The following passage gives some significant hints:

"He that can by craft overlook his adversaries' game hath a great advantage, for by that means he may partly know what to play securely. There is a way to discover to their partners what honours they have; as by the wink of one eye, or putting one finger on the nose or table, it signifies one honour; shutting both the eyes, two; placing three fingers or four on the table, three or four honours."

In a republication of Cotton's work by Seymour, in 1734, these cautions are amplified, showing that Whist still retained the same low character. The editor says: "As Whisk (he uses the old appellation) is a *tavern game*, the sharpers generally take care to push about the bottle before the game begins." A special chapter is given to "Piping at Whisk," and as this is an accomplishment not generally known at the modern Clubs, the following extract may be interesting:

"By piping I mean when one of the company that does not play (which frequently happens) sits down in a convenient place to smoke a pipe and so look on, pretending to amuse himself that way. Now the disposing of his fingers on the pipe, whilst smoking, discovers the principal cards that are in the person's hand he overlooks, which was always esteemed a sufficient advantage to win a game.

This may also be done by another way, *i.e.*, by common conversation. 'Indeed,' signifies diamonds; 'truly,' hearts; 'upon my word,' clubs; 'I assure you,' spades."

It is only fair to add that with the bane the editor supplies also the antidote. He says: "*For which reasons all nice gamesters play behind curtains.*"

A book called "Annals of Gaming," of about the same date, says: "There are several other barefaced practices made use of, such as looking over hands, changing cards under the table, and often from off the table; but these are generally made use of by women, who, when detected, laugh it off, without any sense of shame or dishonour."

There is other evidence of the low character of Whist. Fielding and Pope, as we have seen, both speak of it disparagingly, and Thomson, in his "Autumn" (1730), describes how, after a heavy hunt dinner,

> "Whist awhile
> Walks his dull round beneath a cloud of smoke,
> Wreath'd fragrant from the pipe."

This being, he adds, one of the "puling idlenesses" introduced to cheat the thirsty moments until the party do something more noble, *i.e.*:

> "Close in firm circle, and set, ardent, in
> For serious drinking."

In the early part of the eighteenth century there was a mania for card-playing in all parts of Europe, and in all classes of society; but in the best circles Whist was unknown, or at least ignored. Gentlemen in their gaming coteries practised Piquet (a fine and very old game, said to have been invented in France in the fifteenth century); and in ladies' society the most fashionable amusement was *Ombre*, immortalized by Pope's "Rape of the Lock" (1712) in a manner strongly contrasted with his disparaging mention of Whist a year or two later.

There was also a curious and very meritorious adaptation of Ombre for four players, called *Quadrille*. This was fashionable, and much played; it formed a kind of intermediate between Ombre and Whist, and it was probably a favourite game at the time when Whist suddenly sprang into notoriety.

CHAPTER II

THE PRIMITIVE GAME

THE above history brings us to the beginning of the eighteenth century, and as Whist, although not then a fashionable game, must have been a good deal played by the common class of people, one may be curious to know what the play was like. Unfortunately there is no direct information about this, but we may find, even at the present day, a species of game in existence, of a very simple kind, which has been clearly derived from oral traditions widely spread, and doubtless of great antiquity. There is therefore reason to believe that this form of game must represent the handing-down of the rudest practice in the infancy of Whist. We have paid some attention to it, and find it still played largely in domestic circles. It is founded on the most primitive ideas of what should be done, as can easily be shown.

The essence of the game of Whist, which runs unchanged through all its varieties of

form, is exceedingly simple. There are four players, sitting round a table in positions which the Americans conveniently describe as North, South, East, and West; North and South forming a partnership against a similar partnership of East and West. We may then quote a description of the play from Brande's "Dictionary of Science, Literature and Art:"

"The cards are dealt round, thirteen to each player, the last, or bottom one, belonging to the dealer, being *turned up* or shewn; the suit to which this belongs is then called the *trump* suit, and takes preference of all the others (this being the oldest or 'triumph' feature of the game). The others are called 'plain suits.'

"The player to the left of the dealer then plays a card, to which the other players in succession must *follow suit*, *i.e.*, play cards of the same suit, if they have them. These four cards constitute a *trick*, which is won by the person who plays the highest card, and is picked up by the winner or his partner. The winner of this then *leads*, or commences a new trick, and so on till the whole thirteen are played.

"When a player cannot follow suit, *i.e.*, has no card of the suit led, he may, if a plain suit is led, either play a trump, which wins the trick by the precedence of the suit, or may *discard* a card of some other suit."

The partnership couple who win most tricks have the advantage, which may be "scored" in several different ways, according to the custom or agreement prevalent

among the players. According to the system most common in England, all tricks above six count towards "game," a fortuitous addition being made for the accidental possession of "honours."

The whole object of the play, therefore, is to win tricks, and this may obviously be done in two ways; either

1. By the predominance of high cards in the suit led, or
2. By trumping.

Suppose, now, a person to come fresh to the game, not having considered its intricacies at all. His first impulse will be to direct his attention to the chance of making tricks by high cards; and when he looks at his hand he will notice what high cards he has in it. If he holds an ace, for example, he will be tempted to lead it when he has the lead, or to play it when the suit is led by some one else, and so endeavour to secure a trick with it as early as possible. And similarly if he holds the king, when the ace has already been played. And if he holds several such "master cards," he will play them out successively when he gets the chance.

If, having nothing of this simple kind to do, he holds a king, the ace of the suit being

still unplayed, he will probably be tempted to lead a small card of that suit, in the hope that it may somehow bring out the ace, and so make his king good. Or, if he has the queen, he may attempt the same policy, but with less hopefulness.

But he will also not be unmindful of the other method of making tricks, namely, by *trumping*. If, therefore, as sometimes happens, he is originally short of one plain suit, he will watch for that suit being led, and will gladly put a small trump upon it. And if he happens to have a tolerably large number of trumps, he will be the more ready to seize upon, what appears to him, this profitable manner of using them.

If, as is more frequently the case, he holds one card only of a plain suit (called a "singleton"), he may, when he gets the lead, lead that card out, in the hope that he may be able to trump the suit when it comes round again.

He will also acquire, either by his own intuition or by some vague kind of tradition or instruction, the idea that he has some consideration to give to his partner, whose interests are bound up with his own; and that this consideration is manifested by "*returning his partner's lead*." This principle will be suggested to him by his own play. For

example, if he leads from a king, and succeeds thereby in bringing the ace out, he will be glad for his partner to return that suit to him that he may make his king. Or, if he leads a singleton, he will wish his partner to return that suit for him to trump. Thus the mutual return of the lead becomes a great feature of this primitive game, and may often save the player from the disagreeable necessity of scheming, in the dark, a new lead of his own.

He will also, in accordance with the "trumping" principle, carefully abstain from leading trumps, so checking the power of his partner to make tricks by their use.

Beyond the above-mentioned simple expedients, the player of this game has no idea of value in his cards generally, and he is consequently quite careless in the play of such as are not wanted for immediate trick-making. He will naturally "follow suit" when required, but is not particular which, of several low cards, he may use for the purpose. All these minor matters are a blank to him.

But it must not be supposed, from the simplicity of these rules, that no skill is required in the play. The player has to watch for and to recollect the fall of the highest cards of a suit, that he may know when he

is left with the best of it, and may play it accordingly. He has also to recollect his partner's lead, and particularly to mark when he is short of a suit, so as to lose no opportunity of leading it for him.

Primitive and unpretentious as this sort of game is, it is played by enormous numbers of domestic players, who find incidents enough in it to amuse them for hours together. And though many of them would doubtless be able to learn and to enjoy a more intellectual form, there is no reason why it should be thrust upon them, or why they should be calumniated for adhering to their innocent form of entertainment. It is probable that they follow fairly the general mode of play in the infancy of the game.

PART II

THE ERA OF HOYLE

A.D. 1730 TO 1860

CHAPTER III

HISTORY

HOYLE, PAYNE, AND MATTHEWS

It has been necessary to show, in our First Chapter, the low state of Whist in its primitive stage, both in social rank and in style of play, in order to bring out more prominently the fact of its sudden elevation to fame and honour, and the great merit of the man to whom this elevation was due.

About 1730 the "ordinaries," where gambling had been long carried on to an enormous extent, and with the most scandalous abuses, began to be superseded by the more intellectual meetings at taverns and coffee-houses, which figure so prominently in the literary annals of the last century. It happened that a party of gentlemen who frequented the Crown Coffee-house in Bedford Row, and of whom the first Lord Folkestone was one, had become acquainted with the game, and, in defiance of its bad reputation, tried it at their meetings. They soon found out it had

merits. They studied it carefully, and arrived, for the first time, at some principles of play.

The way having been thus prepared, there was wanting a man of genius who would further work out the elements of the game, and mould it into a permanent form. This man appeared in the person of EDMOND HOYLE. There is very little trustworthy information as to his antecedents. He was born, according to the best account that exists, about 1679. It is said he studied as a barrister, and he styles himself in his first book "a gentleman." It is clear he was a man of good education, and moved in good society. Possibly he was one of the party who met at the Crown.

It appears that he had noticed the game at an early period, when it was quite in its low estate. He studied it well, and saw that it had great capabilities, but that it was much debased by the use made of it by sharpers for cheating inexperienced players out of their money. He believed it was in his power to guard the public against these unprincipled practices, as well as to excite a more legitimate interest in the game, by spreading a better knowledge of the principles on which it should be played. To attain these objects, therefore, he resolved to

teach it professionally, in the same way that a master would teach music, or drawing, or fencing, or any other accomplishment.

His spirited attempt excited much attention, and we find several notices of it on record. In the *Rambler* of May 8, 1750, a lady writes:

"As for play, I do think I may indulge in that, now I am my own mistress. Papa made me drudge at Whist till I was tired of it; and far from wanting a head, Mr. Hoyle, when he had not given me above forty lessons, said I was one of his best scholars."

In the *Gentleman's Magazine* of February, 1755, a writer, professing to give the autobiography of a fashionable physician, says:—

"Hoyle tutored me in several games at cards, and under the name of guarding me from being cheated, insensibly gave me a taste for sharping."

In the course of his instruction Mr. Hoyle gave to his pupils some manuscript notes which he had drawn up containing rules and directions for their guidance. The novelty and great value of these rules and directions were soon discovered, and as the fame of his instruction spread, surreptitious copies began to get into circulation; when Mr. Hoyle, to secure his copyright, had them printed and published, and thus arose the

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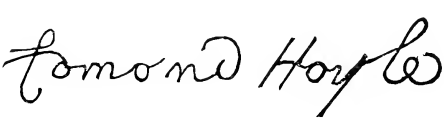
famous work which has immortalized his name.

We shall give some particulars as to this book in the next chapter. There is only one copy known to exist of the first edition, which is in the Bodleian Library. It has a long title, beginning as follows:

"A Short Treatise on the Game of Whist, containing the Laws of the Game, and also some Rules whereby a Beginner may, with due attention to them, attain to the Playing it well."

The date upon it is 1742.

The book had a great and rapid success; it went through several editions very quickly, and it seems to have been again pirated, as the author found it necessary to certify every genuine copy by attaching his autograph signature, of which the following, taken from the thirteenth edition, is a fac-simile.



At this time changes had been made, increasing the winning score to ten, and using the whole pack, thus allotting thirteen cards to each player. This latter improvement

gave the first introduction of the *odd trick*, an element now of such great interest; and, taken all together, the game, as Hoyle presents it, is precisely the form of Long Whist ever since played.

The effect of Hoyle's promulgation of the game in its improved form was very prompt, as we learn from a clever and amusing brochure that appeared in 1743, called

"The Humours of Whist, a dramatic Satire, as acted every day at White's and other Coffee-houses and Assemblies."

It is a short comedy, the principal characters being Professor Whiston (Hoyle), who gives lessons in the game; Sir Calculation Puzzle, an enthusiastic player who muddles his head with Hoyle's calculations, and always loses; pupils, sharpers, and their dupes. The object is chiefly to ridicule the pretensions of Hoyle and the enthusiasm of his followers, and to show that skill and calculation are of no avail against bad luck or premeditated fraud. The work was reprinted ten years later, but it is scarce, and it will be useful to give a few extracts that throw light on the circumstances attending the first introduction of the new rules.

It would appear that Hoyle had spent a considerable time in the study of the game;

and the prologue to the "Humours of Whist" says:

"Who will believe that man could e'er exist,
Who spent near half an age in studying whist?
Grew grey with calculation, labour hard,
As if life's business center'd in a card?
That such there is, let me to those appeal
Who with such liberal hands reward his zeal.
Lo! Whist becomes a science, and our peers
Deign to turn schoolboys in their riper years."

Sir Calculation Puzzle gives some amusing explanations of his losses. In one case he says:

"That certainly was the most out of the way bite [swindle] ever heard of. Upon the pinch of the game, when he must infallibly have lost it, the dog ate the losing card, by which means we dealt again, and faith he won the game."

Again, he describes a curious ending of a game:

"We were nine all. The adversary had 3 and we 4 tricks. All the trumps were out. I had Queen and two small clubs, with the lead. Let me see; it was about 222 and 3 halves to—'gad, I forget how many—that my partner had the ace and King; ay, that he had not both of them, 17 to 2; and that he had not one, or both, or neither, some 25 to 32. So I, according to the judgment of the game, led a club; my partner takes it with the King. Then it was exactly 481 for us to 222 for them. He returns the same suit, and I win it with my Queen, and return it again;

but the devil take that Lurchum, by passing his ace twice, he took the trick, and having two more clubs and a thirteenth card,[1] egad, all was over."

The praise of Hoyle's book by its supporters is unbounded. They say:

"There never was so excellent a book printed. I'm quite in raptures with it. I will eat with it, sleep with it, go to Parliament with it, go to church with it. I pronounce it the gospel of Whist-players. I want words to express the author, and can look on him in no other light than as a second Newton. I have joined twelve companies in the Mall, and eleven of them were talking of it. It's the subject of all conversation, and has had the honour to be introduced into the Cabinet."

The wits, however, did not neglect to poke fun at the Professor:

"*Beau.* Ha! ha! ha! I shall dye! Yonder is Lord Finesse and Sir George Tenace, two first-rate players; they have been most lavishly beat by a couple of 'prentices. Ha! ha! ha! They came slap four by honours upon them almost every deal.

"*Lord Rally.* I find, Professor, your book does not teach how to beat four by honours! Ha! ha! ha!

"*Professor* (aside). Curse them; I'd rather have given a thousand pounds than this should have happened. It strikes at the reputation of my Treatise.

"*Lord Rally.* In my opinion there is still something

[1] An artifice probably taught by Hoyle. See further remarks on this matter in Appendix A.

wanting to compleat the system of Whist; and that is a Dissertation on the Lucky Chair! (*Company laugh.*)

"*Professor.* Ha! ha! ha! Your Lordship's hint is excellent. I'm obliged to you for it."

In spite of all this banter, however, Whist continued to advance rapidly in public favour, and about ten years later it arrived at its culmination in fashion by being received at court and formally acknowledged as one of the royal amusements.[1]

In 1758 it had become a fit recreation for University men, as in No. 33 of the *Tatler* the senior fellow of a college at Cambridge represents himself and his party as "sitting late at Whist in the evening."

Hoyle, fortunately, lived to see and to enjoy the success of his labours; but in the fifteenth edition of his book the well-known signature was for the first time not given with his own hand, but was impressed from a wood block, and in the seventeenth edition it was announced that "Mr. Hoyle was

[1] The evidence of this is curious. In 1720 there had been published a little book called the "Court Gamester," said on the title-page to be "written for the use of the young princesses," the daughters of the Prince of Wales, afterwards George II. It had also a second part called the City Gamester, containing less polite games, used east of Temple Bar. Whist was included in the latter category up to the seventh edition, but in the next, dated 1754, it was honoured by being transferred to the "Court," or palace division.

dead." The great man departed this life at the ripe age of ninety, in August, 1769.[1]

[1] Later researches by "Cavendish" have unearthed many contemporary references to Hoyle and his work, which show the remarkable popularity that he, and the game of Whist, as taught by him, attained.

The first edition of his book, though it bears the date 1743, was entered at Stationers' Hall, November, 1742, and there is every reason to believe that five editions had appeared before the end of 1743.

It is mentioned in a letter from Horace Walpole to Sir Horace Mann, dated April 4, 1743. He says:

"I really don't know why I am so dry; mine used to be the pen of a ready writer, but Whist seems to have stretched its leaden wand over me, too, who have nothing to do with it. I am trying to set the noble game of Bilboquet against it, and composing a grammar in opposition to Mr. Hoyle's. You will some day or other see an advertisement in the papers to tell you where it may be bought, and that ladies may be waited on by the author at their houses, to receive any further directions."

Bilboquet is a form of "cup and ball," said to be a favourite amusement with literary men (See *Guy de Maupassant*, "Bel-Ami"). Walpole's last paragraph is clearly in ridicule of some similar announcements by Hoyle.

The popularity of his Whist teaching among ladies is referred to as early as 1743 or 1744, in a Ladies' Journal, and in 1750 there is published a long (probably fictitious) letter from a lady to Hoyle.

In 1748 Whist parties of fashionable people at Bath are described, and in 1752 Hoyle's name is enshrined in a "Hymn to Fashion." In 1753 he is called "the great Mr. Hoyle," and in 1754 his "philosophic pen" is alluded to, attention being called to his known ability for probability calculations. About that time the popular enthusiasm seems to have been at its height, as we find Hoyle and Whist frequently mentioned by poets and other writers as of considerable public interest.

In 1755, however, the venerable master, then about seventy-six years of age, is spoken of as giving up personal teaching, and it was suggested that a "school for Whist" should be formed. His

Byron's oft-quoted parallel,

"Troy owes to Homer what Whist owes to Hoyle,"

hardly does justice to our author, for he was far more than the historian of Whist; he may essentially be considered its founder.

Hoyle had two excellent successors in the same epoch, Payne and Matthews, who carried on his work very intelligently and successfully.

Immediately after Hoyle's death, *i.e.*, about 1770, there appeared a little book entitled:

"Maxims for playing the Game of Whist, with all necessary Calculations; and the Laws of the Game. London. Printed for T. Payne & Son, next the Mews Gate, St. Martin's."

No author's name was given, but the writer was a William Payne, and the book has always gone by the name of "Payne's Maxims." The author said, in his Preface:

book remained, but personal instruction was never revived till it was adopted by the Americans a few years ago.

In 1769 the newspapers give accounts of Hoyle's death as of a well-known public character. A writer shortly afterwards quotes from the Parish Register of Marylebone, "Edmund (*sic*) Hoyle, buried August the 23d, 1769: Author of a well-known Treatise on the Game of Whist;" and adds, "He was ninety years of age at the time of his decease." This is, perhaps, the best statement of his age, but some accounts make him older. Unfortunately, neither the Register nor the tombstone can now be found.

The data in this note are for the most part new, and are given by "Cavendish's" kind permission.

"The game of whist is so happily compounded betwixt chance and skill, that it is generally esteemed the most curious and entertaining of the cards, and is therefore become a favourite pastime to persons of the first consequence and the most distinguished abilities.

"The great variety of hands and critical cases, arising from such a number of cards, renders the game so nice and difficult, that much time and practice has heretofore been necessary to the obtaining a tolerable degree of knowledge in it.

"The following maxims were begun by way of memorandums for private use, and are published with a design to instruct beginners, to assist the moderate proficient, and, in general, to put the players more upon equality by disclosing the secrets of the game."

Payne's book has the advantage of being well arranged. He introduced a series of classified Maxims for the general guidance of the student, some of which were new and original, and foreshadowed a more modern phase of the game.

"Payne's Maxims" were incorporated into the so-called "improved" editions of Hoyle, published after the great master's death.

After Whist had come well into vogue, one of the chief seats of its practice was the city of Bath, where card games had been much encouraged generally; and during the half century after Hoyle's work appeared, the constant practice of Whist there, by clever

players, had resulted in many improvements in detail. These were put on record in a little work on the subject, which was published in Bath in 1804, under the following elaborate title:

"Advice to the young Whist Player: containing most of the Maxims of the old School, with the Author's Observations on those he thinks erroneous; with several new ones, exemplified by apposite cases; and a method of acquiring a knowledge of the principles on which they are grounded; pointed out to the inexperienced whist player. By an Amateur."

The author's name was attached in subsequent editions as "Thomas Matthews, Esq."[1] He says in one place:

"It may not be unnecessary to inform the reader that most of Hoyle's maxims were collected during what may be called the infancy of Whist; and that he himself, so far from being able to teach the game, was not fit to sit down even with the third-rate players of the present day."

This is hard on the father of the game, and lacks confirmation; but still, Matthews's book is an excellent one, much of which is worthy of attentive study.

About this date, so popular had the game of Whist become, that it was made to form

[1] In one edition, much circulated, the name was spelt "Mathews," an error that has, in consequence, become very common.

the subject of an elaborate Epic poem. This appeared in 1791, and was entitled:

"Whist: a Poem in twelve Cantos."

The author was a Scotch gentleman named Alexander Thomson; and his book, which went through two editions, shewed much learning by quotations from or references to authors in almost every language, dead or living, and of almost every age, from the Patriarchs to the eighteenth century. After a proper invocation, it gives a mythical account of the introduction of playing-cards and the invention of the game; then versifies the laws and rules, describes the play of a hand,[1] philosophizes on the character and merits of the game, and winds up with a rhapsody as follows:

"Nor do I yet despair to see the day
When hostile armies, rang'd in neat array,
Instead of fighting, shall engage in play.
When peaceful whist the quarrel shall decide,
And Christian blood be spilt on neither side.
Then pleas no more shall wait the tardy laws,
But one odd trick at once conclude the cause.
(Tho' some will say that this is nothing new,
For here there have been long odd tricks enow!)
Then Britain still, to all the world's surprise,
In this great science shall progressive rise,
Till ages hence, when all of each degree
Shall play the game as well as Hoyle or me!"

[1] See Appendix A, where the hand is given.

The knowledge of Whist was circulated at an early period among intellectual coteries on the continent by translations of Hoyle. It took good root in France; it was played by Louis XV., and under the first empire it was a favourite game of Josephine and Marie Louise, and Napoleon played it much at St. Helena. After the Restoration it was taken up more enthusiastically. "The nobles," says a French writer, "had gone to England to learn to think, and they brought back the thinking game with them." It was said that any one engaged at this game had "l'air gentleman et diplomate."

Talleyrand was a great player; he spent at it in his latter years many hours every day, and the *mot* ascribed to him, "Vous ne savez paz le whiste, jeune homme? Quelle triste viellesse vous vous préparez!" is a standing quotation in all Whist books. Charles X. was playing Whist at St. Cloud on July 29, 1830, when the tricolour was waving on the Tuileries, and he had lost his throne.

In 1839 appeared a "Traité du Whiste," by M. Deschapelles, whom Clay called "the finest Whist player beyond any comparison the world had ever seen." Much was to be expected from such a quarter, but the publication was but a fragment of a larger work

that never appeared, and it was devoted principally to the *laws* of the game. The author said little about the play; but treated the subject in a manner highly *spirituel*. He reasoned on immensity and eternity; on metaphysical necessity and trial by jury; he invoked the sun of Joshua and the star of the Magi; he investigated the electric affinities of the players; and illustrated a hand by analytical geometry. He died at Paris in 1847.

Whist was also much cultivated in Austria, as is shown by the well-known fact that the great Prince Metternich, the prime minister of that empire during nearly the first half of the present century, was a passionate enthusiast for the game.

Meanwhile, after the publication of Matthews's work, Whist went steadily on, not only in Bath (so long as the fashion of the gay city of Bladud lasted) but also in London, where it was taken up by the choice societies meeting in the best clubs.

During the early part of the present century an important change took place, namely, the introduction of *Short Whist*, by altering the winning score from ten to five. The change is said to have originated in an accident; Lord Peterborough having one night

lost a large sum of money, the friends with whom he was playing proposed to give him the *revanche* at five points instead of ten, in order to afford him a quicker chance of recovering his loss. The new plan was found so lively that it soon became popular, and ultimately superseded Long Whist altogether in the best circles.

The reason of this preference is not difficult to discover. All good players must have found out how the interest increased towards the close of the Long game, when the parties were pretty even, and when it became necessary to pay stricter attention to the score in order to regulate the play. Now to cause this state of things to recur more frequently, it would be sufficient to play, as it were, the latter half of the game without the former, *i.e.*, *to commence with both parties at the score of five*, for this is the true sense of the alteration.

This mode of viewing it accounts for no change being made in the value of the honours. Some persons think the scoring of these should have been halved, and no doubt this would have given more effect to skill in play; indeed, for this object the Americans have abolished the honour-scores altogether. But to the generality of English players such a change would have rendered the game less

interesting. It must not be forgotten that the element of chance is often considered one of the attractive features of Whist, by good players as well as by mediocre ones; and to diminish its influence might, in many circles, endanger the popularity of the game.

The Short form gradually increased in favour, and by the middle of the century the old "Long Whist" became practically extinct, or at least only survived in spheres far removed from the metropolitan centre.

CHAPTER IV

THE HOYLE GAME

THE evidence of the earliest attempt to improve the game is given by the Hon. Daines Barrington, writing in 1786 (*Archæologia*, Vol. VIII.) on the information of a gentleman then 86 years of age. He says:

"Whisk seems never to have been played upon principles till about 50 years ago [1736], when it was much studied by a set of gentlemen who frequented the Crown Coffee House in Bedford Row. Before that time it was chiefly confined to the servants' hall, with *All-fours* and *Put*.

"They laid down the following rules: *To play from the strongest suit; To study your partner's hand as much as your own; Never to force your partner unnecessarily;* and *To attend to the score.*"

These precepts show a considerable advance beyond the Primitive Game.

It is not improbable that Hoyle was one of the party, and that these rules may have been the first indications of his own great improvements. All we know is, that his book, embodying and amplifying the above-mentioned precepts, first appeared a few

years after the date mentioned; and we know, further, that this book made such an impression on the public as to give them the idea that he was introducing a new game. The object of the play remained the same, namely, to make tricks; but the modes of doing so were much varied and extended. The primitive plan laid stress on two modes: first, by the natural predominance of master-cards (which it was accordingly considered advisable to play out early), and secondly, by trumping. The new game opened more far-seeing views.

In the first place, although due advantage was taken of master-cards, it did not recommend that they should be played out early, except in special cases, as benefit might often result from keeping them back for a time.

Hoyle pointed out that trick-making depended much more on the relative positions of the cards in the four hands, than on the high cards in one hand alone; and that, if the results of the play of a hand were carefully examined, it would be found that the majority of tricks were made by means that could not be foreseen at the beginning by any single player. Hence, he showed that by taking advantage of the *position* of the cards lying in the various hands, or by other skilful contrivances, tricks might be made by cards of lower

value, even while higher cards of the suit were still in the opponents' possession.

He also explained how tricks might be made by a number of small cards of a *long suit*, so entailing the exclusion of tricks in other good suits held by the adversaries. This "long-suit system" was destined to be of immense import in the structure of later forms of the game.

He further introduced novel ideas about trumping. He proved that to obtain tricks in this way was not always the best use that could be made of the powerful cards of the trump suit. In many cases they might preferably be used to disarm the adversaries, and by that means to obtain secondary advantages in trick-making by other suits of less apparent power.

It resulted from all these novelties, that whereas the efforts of play in the Primitive Game were very simple, dictated only by the most obvious condition of the player's own hand, the new game introduced more complex considerations regarding *the other hands also*, and the advantages that might be taken of the positions of the cards in them.

It may be conceived that Hoyle, in instructing a pupil, might lay down on the table a set of four hands exposed face upwards, one of the four being appropriated to

the learner. He would first call attention to the few tricks which that player might make from his own hand, according to the primitive mode of play, and he would then contrast this result with what might be obtained by the new system.

He would go on, probably, to inform his pupil by what means information as to the other hands might be obtained. He would show how *inferences* might be drawn from the cards played, explaining that every card falling from the hand either of a partner or of an opponent might, if properly interpreted, afford some indication as to the cards remaining in the player's hand; and thus he would impress upon the learner the great lesson of watching "the fall of the cards," and endeavouring to regulate his own play according to the indications shown.

This new element of directing attention to the contents of the other hands, instead of confining it to the player's hand only, may probably be considered to be the most salient point of Hoyle's improvement in Whist, and has ever since held a most prominent position in Whist science.

It is interesting to consider the manner in which the great man carried out his teaching. The improvement above-mentioned in

the structure of the game necessitated rules and expedients in great complexity, in consequence of the almost infinite variety of the distribution of the cards in the different hands; and this fact almost precluded his directions from being expressed in any general formulæ. Hence, the professional teaching of the game, which Hoyle boldly undertook, became a very formidable thing.

He was a clever man, and no doubt thought well out the mode of conveying his instructions; and he decided that it could better be given personally, than by writings. By this means, adopting the educational system known as "object lessons," he could give preference to example over precept, and could show practical illustrations of the various novel points he had introduced, rather than offer verbal statements of them. It would be intensely interesting if we could get any authentic descriptions of his lessons, but none such have been preserved.

Fortunately, however, we have some sort of indication of his system of procedure. He found that his pupils had (very naturally) a difficulty in recollecting the specific directions he gave them; and to aid their memory he wrote out a series of notes or memoranda. These, as we have already stated (*Ante* page 37), were ultimately print-

ed, and so they have come down to our day.

We may give some little account of the book thus presented to us, which contains all that we know, from his own hand, of the system adopted in his teaching.

The books now sold as "Hoyle's Games" have been so "improved" (as the title page states) that we cannot take them as giving much representation of what we have here to describe; but we have been favoured by "Cavendish," with the loan of a rare copy of the real work, published in 1746, and authenticated by Hoyle's autograph signature, from which we may give a few data.

It is a duodecimo, 6½ inches by 4, of 80 pages, and the full title is as follows:

A Short TREATISE on the GAME of WHIST, containing the Laws of the Game, and also some RULES, whereby a beginner may, with due attention to them, attain to the Playing it well.

CALCULATIONS for those who will bet the odds on any points of the score of the game then playing and depending.

CASES stated, to show what may be effected, by a very good Player, in critical Parts of the Game.

REFERENCES TO CASES, viz., at the end of the rule you are directed how to find them.

CALCULATIONS directing with moral certainty how to

play well any hand or game by showing the chances of your Partner's having 1, 2, or 3 certain cards.

With variety of CASES added in the Appendix.

By EDMOND HOYLE, Gent.

With great additions to the Laws of the Game, and an Explanation of the Calculations which are necessary to be understood by those who would play it well.

And also, never before published, a DICTIONARY for WHIST which resolves almost all the critical cases that may happen at the Game.

To which is added :

An ARTIFICIAL MEMORY, or an easy method of assisting the memory of those that play at the game of Whist.

And several CASES not hitherto published.

LONDON.

Printed for T. Osborne at *Gray's Inn ;* T. Hillyard at *York ;* M. Bryson at *Newcastle ;* and T. Leake at *Bath.* MDCCXLVI.

Price One Shilling.

At the back of the Title Page is a warning against piracies, after which comes the following Address.

To the READER.

The author of the following Treatise has thought proper to give the Publick Notice that he has reduced the price of it, that it may not be worth any person's while to purchase the Pirated Editions which have already been obtruded on the World ; as likewise all those Piratical Editions are extremely incorrect ; and that he will not under-

take to explain any case but in such copies as have been set forth by himself, or that are Authorized as Revised and Corrected under his own hand.

(Here follows the autograph signature.)

EDMOND HOYLE.

Another notice contains the following little matter of business.

He has also framed an Artificial Memory which does not take off your attention from your game; and if required, he is ready to communicate it upon payment of one guinea. And also he will explain any cases in the book, upon payment of one guinea more.

Then follow some preliminary calculations "necessary to be understood by those who are to read the Treatise"—and some computations "for laying of your money;"—after which the real book begins with a statement of the *Laws*. These are twenty-four in number, but they differ materially from those in the modern editions.[1]

[1] The modern copies contain preliminary matter of the "improver's" own, followed by "Twenty-four short Rules for Learners," taken from a little book published at Bath in 1793, called "Hoyle abridged, or Short Rules for Short Memories at the Game of Whist, adapted either for the head or pocket. By Bob Short." Hoyle's more important teaching matter is essentially reproduced, but with considerable alterations of the wording, mostly quite arbitrary and unnecessary. The division into chapters is also abandoned, which makes the book appear still more confused and unmethodical.

The teaching part of the book, which then follows, is divided into fifteen chapters. The first consists of "Some General Rules to be observed by Beginners;" these are thirty-seven in number, the last seventeen directing the most advisable trump leads from various combinations in the hand; and Chapter II. adds eight "particular cases," in which a trump lead is advisable. The eleven following chapters consist almost entirely of examples of special cases or situations, in which certain advantageous modes of play are shown and explained. In Chapter XIV. are given further explanations concerning the play of sequences, etc., which were desired "by some purchasers of the Treatise in Manuscript, disposed of last winter," to which are made two additions. First, "A Dictionary [Catechism] for Whist, which resolves almost all the critical cases that may happen at that game," by way of Question and Answer. For example:

Ques. How to play [lead] sequences when trumps?

Ans. You are to begin with the highest of them.

Ques. How to play sequences when they are not trumps?

Ans. If you have five in number you are to begin with the lowest; if three or four in number always play the highest.

Ques. When ought you to make tricks early?

Ans. When you are weak in trumps.

The second addition is "An explanation, for the use of beginners, of Terms or Technical Words."

Chapter XV. contains the "Artificial Memory," being rules for sorting and placing the cards in your hand, so as to remind you of the trump suit; the turn-up card; the best or second-best cards remaining of a suit; your partner's first lead, and so on. And some Additional Cases form the Conclusion.

The book fully confirms the tradition, that Hoyle's mode of teaching was by examples rather than by principles; and one can clearly see that it has been put together piecemeal at different times, to serve as memoranda, to aid the pupils in recollecting the advice and suggestions personally given them. In this way it has happened that the teaching contained in the book seems disjointed and unsystematic. But it would be a great mistake to undervalue the author's work on this account; for the great popularity and success of his teaching form the best testimony to its efficiency.

In the volume we have been quoting from there are also bound up other Treatises by Hoyle, of about the same date, on the games of Quadrille, Piquet, Chess, and Backgammon; and these have been also included, with much other matter, in the imperfect

compilations now sold as "Hoyle's Games." It is a marvel, considering the immense popularity of Whist, and the transcendent merit of Hoyle's work in regard to it, that no good republication of his book has ever been produced. Even now, with all the modern Whist literature before us, one would think that such a republication, not altered or "improved," but intelligently annotated, would be an acceptable thing to earnest students of the game.

Hoyle's book was followed, as we have said, by the "Maxims" of PAYNE. The object of these was very laudable; the author saw the want of arrangement in Hoyle's book, and he was the first to do two very important things, namely, in the first place, to arrange the Rules or Maxims under their proper heads—as "Leader," "Second Hand," "Leading Trumps," and so on; and, secondly, to add to each rule a statement of its reason or justification, which was printed in different type.

A few examples will show the nature and merits of Payne's work.

LEADER.

"Begin with the suit of which you have most in number. *For when the trumps are out you will probably make several tricks in it.*

"Sequences are always eligible leads. *As supporting your partner without injuring your own hand.*

"Having King, Knave and ten, lead the ten. *For if your partner holds the Ace you have a good chance to make three tricks whether he passes the ten or not.*

SECOND HAND.

"Having Ace, Queen and small cards, play a small one. *For upon the return of the suit you will probably make two tricks.*

"Having Queen, ten, and small ones, play a small one. *For your partner has an equal chance to win.*

THIRD HAND.

"Having Ace and Knave, play the Ace and return the Knave. *In order to strengthen your partner's hand.*

LEADING TRUMPS.

"Lead trumps from a strong hand, but never from a weak one. *By which means you will secure your good cards from being trumped.*

PLAYING FOR THE ODD TRICK.

"Be cautious of trumping out [*i.e.*, drawing the trumps] notwithstanding you have a good hand. *For since you want the odd trick only, it would be absurd to play a great game.*"

The Book of MATTHEWS, who followed Hoyle and Payne, marks a considerable further advance. The new game had then been much played, for the author begins by saying:

"It is a fact of general notoriety, that notwithstanding the numerous theories published, and the almost universal

practice of a science, where profit and amusement may be combined, a *capital* Whist player is scarcely ever, and even what may be termed a *good* one, but rarely met with."

The book shows much careful thought, particularly in regard to elementary knowledge. It defines Whist as "a game of *Calculation*, *Observation*, and *Position* or *Tenace*."

Calculation, he says, teaches you to plan your game, and lead originally to advantage; and some simple examples are given to show how the calculation of probabilities may guide early leads while the other hands are unknown.

After a few leads have taken place this is nearly superseded by *Observation*, as the author points out that good players, who observe and note well the fall of the cards, may, before half the tricks are played, become "as well acquainted with the material ones remaining in each other's hands as if they had seen them."

These two elements, he says, " may be called the foundation of the game, and are so merely mechanical, that any one possessed of a tolerable memory may attain them."

After which, continues the author, comes the more difficult science of *Position*, or the art of using the two former to advantage; without which it is self-evident, they are of

no use. Attentive study and practice will, in some degree, ensure success; but genius must be added before the whole finesse of the game can be acquired. However, "*Est quiddam prodire tenus, si non datur ultra.*" "It is something to advance to a certain point, if you cannot go farther."

This opinion, at such an early time, of the necessity of special mental gifts to make a first-rate player, is very noteworthy; and shows a remarkable insight into the nature of Whist. It is more applicable now than it was then, as the game has become more intricate.

The body of Matthews's book consists of "Directions and Maxims for beginners." These are one hundred and nine in number, and are heterogeneously disposed, without any sub-headings; a defect which diminishes their usefulness, and increases the difficulty of profiting by them. They are, however, generally, very good; some have been altered or abolished by the subsequent march of Evolution, but most of them are as applicable to the modern form of game, as to the one they belong to. There are among them some rather elaborate examples of situations, like those given by Hoyle.

We may quote a few of the Maxims to give an idea of their general nature.

"Study all written maxims with the cards placed before you, in the situations mentioned; abstract directions puzzle much oftener than they assist the beginner.

"Never lead a card without a reason, though a wrong one; it is better than accustoming yourself to play at random.

"The more plainly you demonstrate your hand to your partner the better. Be particularly cautious not to deceive him in his or your own leads [suits].

"Be as careful of what you throw away as what you lead.

"Never ruff an uncertain card, if strong, or omit doing so if weak in trumps.

"When with a very strong suit, you lead trumps in hope your partner may command them, shew your suit first.

"If you win your partner's lead with the queen (unless in trumps) do not return it; it is evident the ace or king lies behind him.

"Should your partner refuse to trump a certain winning card, try to get the lead as soon as you can, and play out trumps immediately.

"If weak in trumps, keep guard on your adversaries' suits. If strong, throw away from them.

"Finesses are generally right in *trumps*, or, if strong in trumps, in other suits; otherwise they are not to be risked but with caution." [1]

In describing this form of game we must not omit to notice the attention which Hoyle paid to the *Calculations of Probabilities,* as af-

[1] In an article on "Whist" by the author of this work, published in "The Handbook of Games," by Messrs. George Bell & Sons, 1891, he has endeavoured to make prominent the great merits of Hoyle, Payne, and Matthews, particularly the former, in developing this stage of Whist.

fecting the rules of play. He laid stress on them in his book in many places, as dictating the modes of action, and gave, in his treatise, a series of calculations and their results. The frequent allusions to the subject in contemporary publications (see, for example, the extract from the "Humours of Whist," on page 40), show that it was included in his teaching.

Indeed, such was his earnestness about it that he wrote a separate book entitled

"An Essay towards making the Doctrine of Chances easy to those who understand vulgar Arithmetic."

The problems for Whist contained in this book are, however, but few and simple, and it is probable that he found the subject too abstruse for his pupils generally.

Matthews, also, mentioned the calculation of Probabilities as useful in guiding early leads, but he did not follow out the subject in detail; and it would appear that this element of Whist afterwards became neglected, till it was revived many years later in the Philosophical Game.

The legacy left to us by Hoyle and his two successors presents the great essential features of THE GAME OF WHIST as played ever since, subject only, in later stages of the

Evolution, to the more perfect definition and establishment of its fundamental principles, and to certain improvements in detail consequent thereon.

This game gives great scope to personal skill, which indeed is its main characteristic and its chief requirement, as it depends chiefly on personal skill for its successful practice. It embodies no enunciation of any general system of play, or of any fundamental guiding principles; attention is directed to a great variety of isolated occurrences that may be met with, and advice is given as to what should or may be done in each case; so that the player, keeping these examples in mind, may use his own discretion in their application when analogous cases arise. And by frequent practice the power becomes matured of dealing successfully, and often brilliantly, with the many chance combinations that may present themselves in the course of play.

For this reason, the Hoyle game has always been peculiarly acceptable to intelligent and clever players, as giving them an opportunity of exercising their powers and of profiting by them.

It may be said to have prevailed in the best Whist circles unchanged for more than a century after its introduction. And al-

though, in later years, the progress of Whist Evolution has led to the advances which we shall have immediately to mention, it still retains a large hold on Whist players, and is played probably more than any of the later developments.

PART III

THE PHILOSOPHICAL ERA

FROM A.D. 1860 ONWARDS

CHAPTER V

HISTORY

"CAVENDISH" AND CLAY

THE next great step in the Evolution of Whist consisted of the more modern scientific determination and consolidation of the Hoyle game; the establishment of its theoretical principles, and some alterations in the details of its practical structure consequent thereon. This was effected between 1860 and 1870, *i.e.*, about a century and a quarter after Hoyle's introduction of it; and we mark therein a distinct stage of progress, as establishing for the first time a positive theoretical basis for the mode of play.

Hitherto the directions promulgated by authors and teachers were disjointed and desultory; they gave large license to the player, depending almost entirely on his personal skill for their efficiency; and, moreover, they were difficult to learn by the uninitiated. The new improvement, by establishing a definite foundation for the superstructure of

play, brought Whist into an intelligible system, easy both to teach and to learn, and therefore tended to spread the knowledge of it over a much wider popular field.

It will be desirable to explain how this change came about. We have in the last chapter traced the history of Whist to the early part of this century, when Short Whist was introduced. This change involved no material alteration of the modes of play, except perhaps a more careful attention to the state of "the score;" but it induced a more lively interest in the game generally, which led ultimately to considerable advances in its character. It became more played by persons of high intellect; and hence by the constant practice of adepts in the highest club circles there gradually arose many improvements in detail.

But nothing had been done to reduce these to a systematic form, or to make them generally known. The secrets of these improvements, so far as they differed from the precepts of Hoyle, Payne, and Matthews, were confined to small coteries of the best club players. Fortunately, however, for the public interest in Whist, a circumstance happened somewhat similar to that which gave rise to the first development of the game by

Hoyle. About 1850 a knot of young men at Cambridge, of considerable ability, who had at first taken up Whist for amusement, found it offer such a field for intellectual study, that they continued its practice systematically, with a view to its more complete scientific investigation. After leaving the University a few years later they continued to meet in London, with some additions to their number, among whom was a brother of one of the original body, Mr. Henry Jones, then a medical student at St. Bartholomew's Hospital.

This Little Whist School set to work to study Whist in good earnest. When four of them met, they used to play every hand through to the end for the sake of information, and also for the purpose of making calculations on the results. They wrote down the particulars of all interesting hands, and fully discussed them among themselves.

They had, however, great advantages in a constant access to the principal members of the Portland Club, which had long been the great centre of Whist. They obtained from that body the results of their most advanced experience; and any points of difficulty were written down and submitted to the late James Clay, M.P., a member of the club, who was then acknowledged as the first Whist player

in Europe. The little body held together for some years, during which they investigated fully all the points of practice that the club players had arrived at, trying great numbers of experiments in the most scientific way, as their University knowledge dictated; and they arrived at many trustworthy conclusions.

A great mass of information was thus gained, all the more valuable for the reason that it had been acquired by systematic experiment and philosophical deduction, instead of by inferences (often fallacious and always open to disturbing causes) from the results of play. All this information was carefully recorded and tabulated, but there was, at the time, no intention of publishing it.[1]

About 1860 the members ceased to meet; but fortunately the manuscripts in which the information was recorded, and which were somewhat voluminous, were preserved by Mr. Henry Jones.

Still no one thought of making any of these valuable data known; and the papers might

[1] Further particulars as to this part of the history will be found in "Harper's Monthly Magazine," New York, March, 1891; also in the "Whist" Journal, Milwaukee, October, 1893. Many of the results of the "Little Whist School" are mentioned and commented on in "The Philosophy of Whist."

never have seen the light again had it not been for an accident, in which the author of the present work was concerned. He had occasion to write an article entitled "Games at Cards for the Coming Winter," for *Macmillan's Magazine*, published in December, 1861, the object being to describe the three games of Piquet, Quadrille, and Bézique (the latter being then unknown in this country). In writing these descriptions he found it convenient to illustrate them by a plan which had often been adopted for chess, but (as he then believed) never for card games; namely, by giving examples of games, or portions of games, with explanatory remarks,[1] and as he had found reason to think that the same plan would be useful for Whist, he added a note as follows:

> "It would be a great boon if some good authority would publish a set of Model Games at Whist, with explanatory remarks, such as are found so useful in Chess, for example."

This note having caught the eye of Mr. Henry Jones, he wrote to the author, communicating the fact of his possessing the store of notes of the Little School, from which he conceived some such model games might be prepared. This led to many communications

[1] See Appendix A.

and discussions, the result of which was that Mr. Jones was induced to publish, about the middle of 1862, a little book with the following title:

"The Principles of Whist stated and explained, and the Practice illustrated on an Original System, by means of Hands played completely through. By 'CAVENDISH,' London, Banks Brothers, 20 Piccadilly."

This book contained an exposition of the chief points of improvement which had been brought out since Matthews, and the novelty of the illustrations soon gave it a considerable reputation.

Two years afterwards appeared another most valuable work. Mr. Clay had been much interested in the discussions on Whist which had been carried on for some years, with very frequent reference to him; and he took advantage of a publication by Mr. J. Loraine Baldwin, promulgating the new Code of Laws, to append to it "A Treatise on Short Whist." This was a most able dissertation on the more refined points of the best modern play, by one of the very best modern players.

These two works now made public the chief improvements which had resulted from

the scientific investigations, and the long practice, of the greatest minds that, since Deschapelles, had been brought to bear on the subject, and they embodied most admirable, ingenious, and authoritative modes of play.

But still there was something wanting. "Cavendish," in addition to the examples which formed the chief *raison d'être* of his book, had, in order to avoid repetition, erected some of the instructions into "principles," to which he referred as occasion required; and he also added a few elementary reasons for each line of play. But still the directions were isolated and heterogeneous; there was no general cohesion; no pervading element; no binding thread running through the whole.

Here the author of the present work had the good fortune to be of some use again. He had had the privilege of much communition with "Cavendish," had followed with great interest the revelations of this author and Mr. Clay, and had been much impressed by the developments made to Hoyle's game. And the *ensemble* of the whole joint body of rules and directions seemed to him so consistent and logical, that his scientific training led him to speculate whether it might not be possible to trace therein a deeper-lying ori-

gin than even the originators of the new rules had suspected. They had been led to certain modes of play by acute observation and long experience; but it did not occur to them that they had been insensibly deriving these results from a fundamental principle of action.

The author, therefore, studied carefully the whole programme of the play, particularly the more modern introductions and variations, and he found that these gave undeniable evidence of a tendency towards a single great principle; namely, *the more perfect cultivation than formerly of the relations between the partners*, so as to effect as far as possible a *combination of the hands*, under the joint efforts of the partners to aid each other in the most effectual way.

Under the impression that the publication of this discovery would not only be interesting to accomplished Whist players, but would be more especially useful as an aid to Whist education, he wrote an Essay "On the Theory of the Modern Scientific Game of Whist. By a Fellow of the Royal Society." It was first published in December, 1864, as accompanying a new edition of an old work, but it was republished separately by Messrs. Longman with the author's name, in February, 1870, and the enormous circulation it has since had

(partly in England but much more in America), may probably be held to justify its mention here.

About 1869 the same writer was induced (on suggestions given him by " Cavendish " and by his old friend Mr. G. P. Bidder, the well-known calculator), to turn his attention to the *Calculation of Probabilities* as affecting Whist and other card games. This subject had been studied (see pp. 66, 67) by Hoyle and Matthews; but had been since quite neglected. He wrote many articles in the *Field*, and finding them remarkably confirmatory of the ideas he had previously made known as to the scientific foundation of the modern form of the game, he afterward published them in a work entitled " The Philosophy of Whist. An Essay on the Scientific and Intellectual aspects of the Modern Game." (De la Rue & Co. 1883.)

It is right, however, to say that the idea of the great advantage of the combination of the hands of the two partners was not altogether new.

The first time such an idea was broached was in a little book by a French Nobleman, published in Paris, with the following title:

"Génie du Whist, méconnu jusqu'à présent, quoique joué avec une espèce de fureur par toute l'Europe. Avec ses explications, et des maximes certaines pour gagner.

Par le General Baron de Vautré.

Paris. Ledoyers, Libraire, Palais Royal, 31, Galerie d'Orleans."

The copy we have is the fourth edition, 1847. It does not state when the book originally appeared, but we find it quoted as a work well known in 1843. The Author says in his Preface:

"The genius of whist has been misunderstood even by its inventor, who has established nothing beyond the laws and the course of play (*les règles et la marche*); and the numerous commentators who have written on the game have added nothing, because they have not thoroughly appreciated it."

"A constant experience of more than twenty years, the results of which have been noted down consecutively month by month, has led the author to publish his maxims, which change the old ideas and the old method now practised."

"The clear explanations which the author of this little book presents, and the rules which he lays down, will give the certainty of winning every month, without exception, to the player who will learn how to practise them."

"*The author teaches the mode of playing with twenty-six cards* (as he expresses it), *and not with thirteen*, like all the rest of the world."

We do not know what influence this publication may have had in France; but we find that there were published, about 1854, a set

of Whist Rules in verse, entitled, *Principes généraux du Jeu de Whist.* The second of these is as follows :

" Montrez au partenaire en quoi vous êtes fort,
Et mariez vos jeux d'un mutuel accord."

This would at any rate give us to believe that the idea in question was a matter of popular knowledge. And as these lines are said to have been written by " Un Général d'Artillerie," it is quite possible that the two compositions may have proceeded from the same hand.

But the idea seems not to have been confined to France ; it spread to more distant parts of Europe, for it was taken up in Vienna ; and we find it repeated with much improvement and elaboration in a work entitled

" Das rationelle Whist ; oder das Whist-spiel mit allen seinen Abarten, vollständig aus einem Princip nach der philosophischen und der mathematischen Wahrscheinlichkeit entwickelt und erhärtet.

" Nebst einem leicht fasslichen philosophischen Versuch über die mathematische Wahrscheinlichkeit dieses Spiels.

" Vom Ritter Ludwig von Coeckelbergle - Dützele. Wien, 1843."

This is a most remarkable book, and may be pronounced a very high class work on the

game, in an intellectual point of view. The motto, taken from Schiller:

> "Den lauten Markt mag Momus unterhalten
> Ein edler Sinn liebt edlere Gestalten,"

and an exhortation introduced elsewhere,

> "Que le Whist soit un jeu, et non pas un jouet,"

show the author's high estimation of the game. And a quotation from Virgil,

> "Felix qui potuit rerum cognoscere causas,"

explains his thorough capability of describing it.

He lays great stress on the advantage of combining the hands of the two partners, and he devotes one long chapter expressly to what he calls *Verständigungsspiel; i.e.*, the system of mutual understanding established between the partners by their play.

The following passage, taken from this chapter, gives a clear idea of the great modern principle we are now describing:

"In order to make the best and most advantageous use of your own as well as of your partner's hand, you must endeavour to find out what his cards are, and to afford him similar information as to your own. Both these objects are effected by what is called *the language of the cards* (*Kartensprache*), or the *art of signalling* (*Signalkunst*). The cards selected to be played serve, by their

relative values, as telegraphic signs, by which the two partners carry on a reciprocal communication, and convey indications as to what cards they hold, as well as suggestions of their respective views and wishes. By this means they are enabled to give better support to each other, to calculate more easily the chances of the game, and to anticipate more correctly the effect of any particular play.

"The conduct of your hand should be as clear as possible towards your partner, but towards the adversary it may be equivocal and deceptive. The former course should be usually followed, especially when the chief direction of the play lies with yourself or your partner; the deceptive practice should only be resorted to when the adversaries have the command, or when it is obvious that your partner is thoroughly weak, and that your information can be of no use to him. In general, however, false indications, which of course mislead your partner as well as the adversaries, should be used very sparingly; the most advantageous system is to approach as nearly as possible to the ever-honest dummy, who deceives nobody, and yet in the long run proves the best player."

The writer of this work was an Austrian nobleman, of a family eminent for their literary ability. The brother, Ritter Charles Coeckelberghle-Dützele, wrote a celebrated "History of the Austrian Empire," in five volumes, which was published by the same firm as the Whist book; namely, C. Gerold's Sohn. It is believed the brothers were both Government officials, and as this period included the most active period of life of Prince Metternich, who was notoriously

an enthusiastic Whist player, the book before us may be supposed to be the outcome of the highest intelligence in that great capital.[1]

But these promulgations of the idea of co-operation produced no lasting result, and were soon forgotten. The reason of this is now obvious. In order to carry the idea out into practice it was necessary to overhaul the whole body of rules; to inquire how they bore on the proposed plan, and if they were unfavourable, to see whether and how they could be altered to correspond with it, without detriment to their original object. This was really the work done by the refined club players, and the clever Little Whist School, in the time of the elaboration of the system we are now describing, and its result was what we have already told.

The new form of game soon began to attract the attention of the intellectual public, as was manifested especially by extended discussions of the subject in some of the best critical periodicals.

In April, 1869, there appeared in *Fraser's Magazine* a long and excellent article "On Whist and Whist Players" by one of the

[1] It is right to say that this book only became known to the author in 1870 when he was writing the article in the *Quarterly Review*.

most eminent literary men of the day, Abraham Hayward, who spoke highly of the new improvements; and shortly afterwards the author of the present book was engaged to write a full description of the Modern Game for the *Quarterly Review*, in performing which duty he had the kind advice and assistance of "Cavendish" and Mr. Clay. The article, entitled "Modern Whist," appeared in the number for January, 1871, and, by the consent of the publisher, has been used freely in the present work.

THE LAWS.

About the middle of the century a step was taken of great importance, namely, the amendment and public establishment of the *Laws of Whist*. This was due to the energy of a well-known club player, Mr. John Loraine Baldwin. He suggested to the Hon. George Anson (one of the most accomplished Whist players of the day) that as the supremacy of Short Whist had become an acknowledged fact, a revision and reformation of the laws would confer a great boon on Whist players generally.

Hoyle had originally laid down a set of laws, which, considering the time and circumstances, were very sagacious and very

creditable to him; and these had been perpetuated, with certain slight modifications, in 1760 by the members of White's and Saunders's chocolate houses. At a later date, Deschapelles added an elaborate treatise on the principles which should guide Whist legislation. But there was no satisfactory authorized code, and the consequence was that disputes and doubtful points were constantly occurring, which had to be referred to the most esteemed players for decision. Mr. Baldwin and his friend, although fully aware that a more satisfactory and authoritative code was required, were also conscious that, in persuading the Whist world to adopt any innovation on old rules, they must encounter a certain amount of difficulty and trouble, with a very uncertain chance of success.

In subsequent years, having witnessed many questionable cases which, despite the existence of Hoyle and other authors, were invariably referred to the Whist players of the day, Mr. Baldwin determined to make an effort, and appeal to some of the London clubs for their assistance and support. This was willingly granted, and in May, 1863, one of the chief Whist clubs, the *Arlington* (since called the *Turf*) Club, appointed a committee of nine gentlemen, with the late

Mr. Clay, as chairman, to co-operate with Mr. Baldwin in the matter.

The committee having prepared a code, sent it to the other most important Whist club, the *Portland*. A committee of that club, presided over by the late Mr. H. D. Jones, carefully considered the rules, and offered certain suggestions, which were agreed to by the other body; and on April 30, 1864, the code was formally adopted by the Arlington Club, on a resolution signed by the Duke of Beaufort, the chairman.

The code was immediately published as "The Laws of Short Whist, edited by J. L. Baldwin;" and was dedicated, by permission, to His Royal Highness the Prince of Wales. It was at once adopted by the principal clubs, and has ever since been the standard authority on Whist law in England.

But the details are not perfect, as cases of doubt often arise; and a few years ago, when the American Whist League was established for regulating the Whist play in the United States, they recognized the imperfections of the English code, and devoted much attention to the preparation of revised Laws suitable to their mode of playing the game. See Appendix C.

CHAPTER VI

THE PHILOSOPHICAL GAME

It is now necessary to give some description of the game which formed this stage of the Evolution of Whist, and which may be said to have been first published to the world between 1860 and 1870.

The basis of it was, as has been stated, the Game of Hoyle; and it contained all the good features of the latter; but it had the advantage over it of a systematic consolidation and reduction to philosophical principles, and of some general improvements consequent thereon.

It is not our business here to repeat the detailed rules of play, for which the well-known text-books of the time must be referred to; it must suffice to explain the chief principles involved, and to give a general idea how they were applied. And in this we may be guided by the contemporary account in the *Quarterly Review* of 1871, which was prepared for a similar purpose.

FUNDAMENTAL PRINCIPLES, AND GENERAL VIEW OF THEIR APPLICATION.

The great feature of this form of the game consists in the more perfect cultivation, than formerly, of the relations existing between the two players who are in partnership with each other. As these players have a community of interests, it is evidently desirable that they should act in conjunction. If the two hands could be put together and played as one, great advantage would clearly result; for not only would the strong points of each still preserve their full value, but special benefits would arise from the combination; just as the junction and co-operation of two divisions of an army would give more powerful results than could be obtained by their divided action. The form of game we are now describing has for its essence the more full and perfect use of this principle. When you look at your hand you must consider it, not as an individual entity, but as a part of a combination, to the joint interests of which your whole play must conduce.

It might be supposed that as the partnership was so obvious, the combination of the hands would be a natural consequence (and indeed a distinct notion of it was given by

the Crown Coffee House students), but it was only by the earnest study of the Club players and of the Little School, after a century and a quarter's existence of the simple Hoyle Game, that the combination principle became fully established and applied. It was then found that many of the former rules, though properly adapted for a single hand, did not lend themselves thoroughly to the combination; and the chief object that occupied the improvers was to examine them completely, and so to treat them as to make the combination the foundation of the system, instead of a mere accident of play.

We have next to see how this great principle is made applicable. In the first place, in order that the combination may be properly effected, it is requisite that each partner should adopt the same general principle of treating his hand; for there are several different modes of trick-making, according to which a player may regulate the general design of his play. These have all been subject to full and careful discussion, and it is clearly demonstrable that the only system which adapts itself favourably to the combination of the hands, is that of endeavouring to make tricks by "establishing" and "bringing in" a *long suit*. This was one of the devices well

known in Hoyle's Game, but was only subordinate in general play, whereas now it takes the most prominent position.

It is easy to trace how all the more important rules of the modern game arise out of this principle. Take for instance the *management of trumps*, which was, under the old forms, a great stumbling-block to ill-educated players. It is obvious that the chief obstacle to making long suits is their being ruffed, and that the advantage will be with that party who, having predominant numerical strength in trumps, can succeed in drawing those of the adversaries. Five trumps are generally sufficient for the purpose; and hence the rule, that if you hold this number, or more, you should lead them. Three or four leads will usually disarm both opponents, and you will still have one or more left to bring in your own or your partner's long suit, and to stop those of the enemy. So important is the trump lead on this ground that the old-fashioned objection to "lead up to an honour" as well as the direction to "lead through an honour," both vanish under the Philosophical system. Either is right if you are strong in trumps; neither if otherwise.

If you hold only four trumps the case is much changed by your smaller preponderance; and the calculation of probabilities

shows a much diminished chance of a successful result. It is usually recommended that you should not lead trumps from four without having a plain suit established, either by yourself or your partner.

With three trumps or less, which is numerical weakness, a trump lead at the beginning of the hand is seldom justifiable. The normal application of trumps when weak is to use them on the old plan for ruffing, if they escape being drawn by the adversary.

It is imperative that your trump lead be returned by your partner the first opportunity. Hesitation in this is inexcusable, as endangering the great benefit your own strength would confer on the combined hands.

Several minor rules in regard to trumps are deducible from the same principles. For example, it is very disadvantageous for a strong trump hand to be forced to ruff, which wastes its strength unworthily. Hence you must avoid forcing your partner if, being weak yourself, you have reason to suspect he may be strong. But you should force a strong adverse trump hand whenever you can. Again, if you are second player to a trick which it is possible your partner may win, and have none of the suit yourself, the new principles teach you to ruff fearlessly if

weak in trumps, but to pass the trick if strong. In the former case your trumps are useless for their higher object; in the latter they are too valuable to risk losing unnecessarily.

When we come to the play of *plain suits* we must call to our guidance another matter which has formed an essential element in the Philosophical Game, namely, the consideration of Probability. At the beginning of the hand you know nothing of your partner's cards, and your earliest lead must be guided, not only by the cards you hold, but by what will *most probably* benefit the combination with your partner, and will at the same time also be the least likely to favour your opponents.

Hoyle had penetration enough to see this, and he made considerable use of the laws of probability in his teaching. Matthews also alluded to them, as has been stated on page 67. The Vienna book mentioned in chapter V. contained a fair essay on the subject; but no earnest attention was given to it in this country until it was taken up by the author of the present work, who in 1883 published a Treatise[1] with the view of reviving it. The

[1] "The Philosophy of Whist," De la Rue & Co. It was in this book that the term "Philosophical Game" was first applied to the form of Whist here treated of.

following short extracts may illustrate the views there taken.

"It may, perhaps, be thought that the existence of the element of chance to such a large extent in Whist tends to lower its intellectual character, as compared with other games, such as Chess, which engage only mental skill. Elaborate comparisons have been made of the interest offered in the two cases, respectively, but the nature of the mental occupation is very different, and, so far as one can judge by experience and observation, no such inferiority exists. The element of chance, so far from standing in the way of intellectual exercise, is what chiefly gives the opportunity for it. It can be amply shewn that the calculations, provisions, and speculations arising out of the many uncertainties occurring in Whist play, furnish the most important objects for scientific investigation, as well as the best inducements for the application of personal judgment and skill.

"In reality it is the happy combination of chance and skill that makes the game so generally attractive and popular. The influence of chance on the scoring is of two kinds—partly absolute and partly dependent on the play. In the case of honours the simple possession of certain cards counts directly towards game, but the result of a favourable chance distribution of cards for trick-making is largely dependent on the management of them. It is very common for high cards to be lost, and it is one of the chief efforts of good players to make low cards win.

"At the commencement of a hand the player is in the difficult position that he is in entire ignorance of what would be really the most advantageous thing for him to do. But if he is a wise man he will not act at random. Although he cannot *foresee* what is the best thing to be

done, he may at least, by careful consideration, form a judgment of what may *probably* be the most likely course to be beneficial to himself and his partner, and the least likely to turn to the advantage of the adversaries. This invocation of *probability* as a guide in obscure parts of the play is what formed the great merit of Hoyle's teaching at the very birth of intelligent Whist, and it is what now distinguishes the educated systematic player from the untaught beginner, or the more presumptuous (but not less ignorant) pretender who glories in playing according to his own fancy." [1]

The treatise here quoted from shows how admirably the calculation of probabilities fits in with the combined form of game; almost all the rules, arrived at practically by the improvers, being shown to be consistent with the doctrine of chances, as determined by philosophical reasoning. It is unnecessary here to go further into this matter; but it is a very desirable study for all who would really understand the principles of modern Whist play.

To return to the management of plain suits. The most important step is your first plain suit lead; and here the doctrine of probabilities has fully established the system, as already stated, of leading from the *longest suit*, which fulfils all the most favourable conditions. It is a lead which, even in ignorance

[1] Ibid., pages 3, 4, 11, 12.

of the partner's cards, may be reasonably expected to benefit the combined hands and not to favour the adversaries; and it serves to give the most direct and useful information to the partner as to the cards held by the leader.

The question *which card* of your long suit you should first lead has also been fully investigated. As a general principle it is expedient to begin with a small card, which gives your partner the chance of making the first trick, and enables you to keep the complete command at a later period. But when you hold several high cards this principle is subject to modification by the possibility of the suit being trumped, and by some other contingencies, and therefore certain definite leads were determined for particular combinations, of which the following were the most useful.

FIRST LEADS FROM A LONG PLAIN SUIT

(*according to the Philosophical Game* 1870).

HOLDING.	LEAD.
Ace and King,	King.
King and Queen,	King.
Ace, Queen, Knave,	Ace then Queen.
Queen, Knave, ten,	Queen.
King, Knave, ten,	Ten.

All these were dictated by special motives, founded on the general principles of this form of game.

The combined system further defines the *duty of your partner* in helping you in regard to your long suit. In addition to showing you his own, it is his duty to return yours, but much depends upon what card he plays. In the first place he must get rid of the command, by playing out the master cards if he holds them ; for it is essential that you retain the superiority. Then, secondly, he must adopt what is called "strengthening play," by sacrificing his high cards in the suit to strengthen you. Suppose, for example, he had originally ace, knave, and four, and has won your first lead with the ace; he must return the knave and not the four. The result of this is to raise the effective rank of any lower cards you hold in the suit, and to aid in getting higher ones out of the way, so as to hasten your obtaining the complete command.

So much for the lead and the return of it. But the system affects also the other players. In the older game, for example, the *second* player might often feel at liberty to put on a high card; but by the newer doctrine he is bound generally to play his lowest, and to retain high cards which may, later on, block

the leader's suit, and so prevent its establishment.

The *third* hand, under this system, is forbidden to do what he might often have legitimately done before, namely finesse (except with ace and queen) to his partner's original lead; as the high cards are wanted out of the way.

The system also guides the *discard*, which should usually be made from short or weak suits, not from long ones. The cards of the former are of little use, while those of the latter may be very valuable, even to the smallest you have.

COMMUNICATION BETWEEN THE PARTNERS.

We must now notice, at some length, what is probably the most important element in this form of game, namely, the modes of communication between the partners. For if the two hands are to be combined and played as one, it is evident that the partners must use every legal means of gaining information as to the contents of each other's hands. Indeed, we have said that the attainment of this was the great object aimed at in the elaboration of the game.

In the ordinary form of Whist, each player is supposed to be quite ignorant of what (bar-

ring the turn-up-card) the three other hands contain; and ever since the days of Hoyle it has been one of the chief objects of the skill and intelligence of the player to discover anything he can as to their contents. But it must be specially his desire to get information as to his partner's hand, as on that he has to found his advantageous system of play. And hence there is every inducement for the partners to give one another as much information as they can, consistently with an honourable adherence to the ethical constitution of the game.

We gain some information on this latter point in a work of the highest authority, namely, "Paley's Moral Philosophy," published in 1785, some sixteen years after the death of Hoyle. The author devotes Chapter VIII. to what he calls "Contracts of Hazard," meaning "gaming and insurance." He says:

"The proper restriction is that neither side have an advantage, by means of which the other is not aware, for this is an advantage taken without being given. If I sit down to a game at Whist, and have an advantage over the adversary by means of a better memory, closer attention, or a superior knowledge of the rules and chances of the game, the advantage is fair.

"But if I gain an advantage by packing the cards, glancing my eye into the adversaries' hands, or by con-

certed signals with my partner, it is a dishonest advantage, because it depends upon means which the adversary never suspects that I make use of."

We may take it for granted, therefore, as admitted among honest players, that no one should have any means of knowing what his partner holds except by means equally available to the whole table.

When the Club players and the Little Whist School were evolving the Philosophical Game they found, on examination, that the various means formerly available for gathering information in this way were capable of much improvement. They therefore carefully revised all the rules of play with the double view: not only that they should best favour the trick-making powers of the combination, but also that they should convey the maximum of positive information possible to the partner.

The result, as displayed in the Philosophical Game, has been a marvel of constructive skill; and it will be interesting to show by what means the desired purpose has been carried out, or in other words, how the information as to the hands is transmitted by the cards played.

The chief source is by each partner's perfect acquaintance with the ordinary rules of

play, as prompted by general expediency. Every well-established rule for the play of a card implies some combination which renders that play desirable; and consequently, when I see my partner's card I, trusting to his having been guided by the rule, can see, in my mind's eye, the existence of that probable combination in his hand.

The manner of "drawing inferences" in this way from the cards played, has been so often explained, and Tables of Inferences are given in so many Whist books, that it is needless to enlarge upon these matters here. It will suffice to quote a few examples.[1]

Take your partner's first lead, and see what are some of the probable messages conveyed to you by this one card.

If he leads a trump, he tells you he is strong in trumps, and wants them drawn.

If he leads a plain suit, he tells you he is not very strong in trumps, but that the suit lead is the best in his hand; that he holds four or more cards in it, and wants to establish it and bring it in.

If his first lead in it is the King, he tells you he has either Ace or Queen also, perhaps both.

If it is the Ace followed by the Queen he tells you he has the Knave also.

If it is the Queen, you infer he holds also the Knave and ten.

[1] Extracted from "The Philosophy of Whist," page 60.

If it is the ten, you infer he has most probably the King and Knave.

If it is a small card, he tells you he has none of the combinations which would require him to lead a high one.

Or suppose your partner is returning your suit. In this he is acting on information given by you. You will see what his mode of play probably tells you.

If he does not lead out the master card he tells you he does not hold it; and if not in your own hand, you therefore know it is against you.

If he leads any card, afterwards dropping a lower one, he tells you he has then no more of the suit.

If he leads any card, and afterwards drops a higher one, he tells you he has still another left.

And so on through multitudes of other cases. By your knowledge of the motives which have guided the play of the card, the card itself reveals the facts implied in such motives.

But independently of inferences of this kind, the system of the Philosophical Game takes cognizance of minor points and passive operations, prescribing greater care and strictness in what were thought, formerly, unimportant matters.

For example, a player would, in the primitive time, pay little attention to the management of small or useless cards. Mat-

thews endeavoured to correct this fault. He said:

"Be as careful of what you throw away as what you lead; it is often of bad consequence to put down a tray with a deuce in your hand."

And he goes on to show that by such carelessness you deceive your partner, destroy his confidence in you, and prevent him from playing his game properly.

And if this carefulness was considered necessary in the former era, how much more so must it be in the Philosophical Game, where the communication between the partners is the essential principle in its structure. If a card is to be thrown away it must be the lowest card possible; it will tell your partner you have not a lower one properly available, and so may help him to count your hand.

If the two lowest cards of the suit you throw away from are in sequence, say the six and the five, you must not suppose, that because they are of equal value to you it is a matter of indifference which you play, you must strictly adhere to the rule and throw away the five, to prevent your partner from drawing a wrong inference.

This example leads to a consideration of the play of *Sequences;* generally a matter of

great importance in giving information. The cards of a sequence in the same hand are called "indifferent cards," because in the matter of trick-winning they are of equal value. But it is not at all indifferent how they should be played.

Hoyle said: "Sequences are eligible leads, of which play the highest card;" for an obvious reason, namely, to prevent your partner from putting on the next highest. And this, subject to special exceptions, has remained the general rule.

The play of sequences, when not leading, was not well defined in the early days of Whist. Hoyle scarcely mentions it. Payne, in several Maxims, directs that the lowest card should be played second hand, but does not lay stress on it as a general rule. Matthews was the first person to see the great importance of care in this particular, and he brings it specially forward in his Preface as an example of right teaching. He says:

"When the beginner reads, that with two or more of a sequence to his partner's lead (as King and Queen) he should put on the lowest, he does so, or not, generally without thinking it material. But after he is made to comprehend that his Queen's passing demonstrates to his partner that the King cannot be in his left hand adversary's hand, or the Knave in his, and the consequent advantages to him in playing his suit (whereas if he puts on the King

it leaves him in ignorance as to the Queen and Knave), he will never after err in those cases, and will also know how to profit by similar correctness in his future partners."

In Matthews's Maxim 52, he further says:

"When your partner leads, win with the lowest of a sequence, to demonstrate your strength in his suit."

We have here, therefore, a positive rule, formed on the principle of uniformity, like the play of small cards. It is indifferent, so far as trick-making is concerned, which card of the sequence I take the trick with; but since in other cases I should win with the lowest card possible, I follow the same principle here, in order that my partner may draw the same inference, namely, that I have no card capable of winning the trick lower than the one I play.

When the Philosophical Game came in, the mode of playing sequences, from its constant recurrence in almost every hand, became of much greater importance, and Matthews's rule was accordingly laid down more emphatically. In "The Laws and Practice of Whist," by "Cælebs," published in 1851, the author said:

"It being an axiom to lead the highest of a sequence, but to follow suit with the lowest, it follows that a player does not hold the next inferior card to that with which he follows suit."

And "Cavendish," in his first edition, makes a separate heading "Win with the lowest of a sequence." And so the rule has always prevailed.

There is another case of indifferent cards somewhat analogous to the play of sequences. Payne (Maxim 8 of general Rules) said:

"In returning your partner's lead play the best you have, when you held but three originally."

This is clearly with the object of strengthening the partner in his strong suit (see page 99). But suppose after winning my partner's lead with the Ace, I have left two indifferent cards, the eight and the seven, which ought I to return him? Clearly the eight, in order to preserve the uniform application of the rule by which I profess to be guided.

There are occasionally cases of erratic or abnormal play, devised on the spur of the moment, for the special information of the partner on some particular point. Examples of these are as old as Hoyle and Matthews, but as they form no part of any regular system of play they do not require further notice here. The communications above described constitute the ordinary sources of information between the partners, and it will be seen how simple and efficient they are.

And if due attention is paid to the cards played, and the proper logical inferences are drawn therefrom, it is astonishing what an insight an observant player may obtain into the hand of his partner. Clay meant this when he said, "Whist is a language, and every card played is an intelligible sentence." The first chapter of his excellent Treatise is devoted entirely to explaining it, and indeed the sentiment appears again and again throughout the volume.

THE PHILOSOPHICAL GAME IN ITS EDUCATIONAL ASPECTS.

Returning now to the Philosophical Game as a whole, its description cannot fail, we should think, to impress the reader with the high intellectual place it occupies in Whist Evolution. It is not likely to be dethroned, for, after a quarter of a century's experience, the only alterations have been more studious attention to detail, and improvements consequent thereon; so that this game must, so far as we yet know, always continue to be learned as the foundation for more advanced play.

And we may in conclusion point out that one of the greatest merits in this form of the game is the facility with which it lends itself

to instruction. The simple Hoyle game was a most difficult thing both to teach and to learn. The great master did not profess to teach it by book; he knew well how difficult this would be; his aim was to teach it personally, and his book was originally only a number of notes or memoranda to enable his pupils to treasure up his oral explanations. For this reason it is not possible for a learner to gather from the volume any sort of systematic understanding of the game. All he finds is an assemblage of maxims, rules, and examples of situations, which will be useful enough in isolated circumstances, but which give him no grasp of any general line of conduct, and which he will have trouble to recollect when they require to be applied.

Payne and Matthews certainly much improved the arrangement; but still, after all, the instruction derived from the three was but a mass of good material, which did not assume the form of a structure.

The improved game, as it is now published in categorical description, presents a totally different appearance. Continuing the metaphor, we may say that the student will find that there is first laid a wide and firm foundation on which the whole structure rests; and over that we may trace, even in its minutest details, a general con-

sistent and intelligible design, in conformity with which the whole building, fitly framed together, grows into a magnificent temple of usefulness and beauty.

And this is eminently *teachable*. We can first give the student a clear general idea of what he has to do, and then can explain to him step by step how he is to set about it; how to begin, and how to proceed; what help to ask for and what to afford; what precautions to take, what dangers to look for, and what perils to avoid; how to make the most of good fortune and how to palliate adversity. And then, with such a preparation as this, he will be far better able to appreciate and to utilize the precepts and maxims of the great teachers who went before.

In this way the high-class game, which formerly from its intricacy and difficulty was confined to persons of superior mental power, has become accessible to almost anyone of ordinary education and moderate intelligence. This is no fiction. It is matter of common knowledge that since the publication of the descriptions of this game it has been learned and played by thousands where probably only tens would have learned the game of Hoyle, and perhaps would have played it indifferently after all. And it is

also a very remarkable fact that while the Hoyle game was proverbially considered only appropriate to the *vieillesse* of humanity, it is now a favorite study of vigorous youth. Young ladies now play it with pleasure, and there is a case on record of a little girl, under seven years of age, who, having been properly taught, could go through the formalities of the modern game with tolerable correctness, and made a very fair partner to an older player.

The plan of teaching, according to these views, would be as follows: The student should be recommended, in the first instance, not to trouble himself with the elaborations of advanced play; they are for his seniors, and will only puzzle him. He should first be instructed in the general theoretical design of the game, and then should be shown some application of its principles in the *simplest possible form*. He must, of course, be told that such brief rules admit of many exceptions, variations, and amplifications, which he will learn hereafter; but, in the meantime, they may give him a general idea of the most important points to be attended to.

Take, for example, such a little batch as the following (slightly modified from a set in the *Quarterly Review*):

THE PHILOSOPHICAL GAME OF WHIST.

A FEW SHORT MEMORANDA FOR BEGINNERS.

"1. Lead from your most numerous suit.

2. Begin with a low card, unless you hold certain specified combinations of high cards which dictate specific leads.

3. If your partner has shown you his long suit, recollect that he will wish also to see yours; but whether you should lead it before returning his, will be a matter for experience and judgment.

4. In returning your partner's suit, if you have only two left, return the *highest;* if more the *lowest.*

5. But in any position, if you hold the best card, play it the second round.

6. Second-hand, generally play your lowest.

7. Holding five trumps, lead them; or if your partner has led trumps, return them as early as possible.

8. Do not trump a doubtful trick second-hand if you hold more than three trumps; with three or less trump fearlessly.

9. Do not force your partner if you hold less than four trumps yourself; but force a strong adverse trump hand whenever you can.

10. Discard from your weakest suit.

11. If not leading, always play the lowest of a sequence.

12. Be very accurate in the play of even your smallest cards."

Such rules as these may be easily committed by the student to memory, and will serve to guide his earliest practice. Objec-

tions have often been made to the imperfections of such rules, but experience has shown that they have served to give a good start to multitudes of persons who have afterwards become accomplished players. And not only that, but they have induced multitudes of other persons to like and play the game, who without them would not have learned it at all.

After a little practice in this initiatory way, the earnest student may be inducted into further practical details; and as he goes on he will come in contact with abundance of special situations and difficulties that require his study. Information on such points formed the staple teaching of the Hoyle Game, and the Philosophical Game has in no wise superseded it, but has rather increased the facility of its application. Such matters are treated of fully in many good Whist-teaching books, and do not require further notice here.

PART IV

LATTER-DAY IMPROVEMENTS

CHAPTER VII

MODERN SIGNALLING

THE GERM

It might have been thought that in the Philosophical Game, Whist had arrived at about the most perfect state it was capable of; and speaking generally, this would seem true. For, as regards the main structure, there has been nothing to alter, and it remains, and probably must long remain, the standard Whist Game.

But, nevertheless, the principle of Evolution has still been at work, not on the main form, but on the details. For, during the last few years, there has been a gradual introduction of a subordinate development which, although still only in a state of transition, has attracted so much attention, and has obtained so many earnest adherents, that it demands a conspicuous place in our record of progress. It had partly its origin in America, and has been taken up so warmly among high-class Whist circles in the United States, that it has

become the chief feature in the Whist of that country.

The alterations have reference entirely to the further improvement of the communications between the partners, which we have pointed out as so prominent and so important in the structure of the Philosophical Game. Adepts had found these improved communications so powerful in Whist play, that they endeavoured to carry them further, and their efforts have led to results of a very extended character.

It was only about the year 1885 that these developments began to attract general notice, but the germ of them had existed for a long time previously. And it is no uncommon thing in the history of evolutionary processes, that a variation may originate and continue in a minor stage of existence long before it propagates itself sufficiently to give rise to a new species noticed by the world.

To explain this intelligibly we must take up again the subject of communication between the partners, where we left it in Chapter VI. We there described the most obvious and general modes of conveying information; but during the efforts that were being made at the London Clubs to improve the game, a new contrivance arose, of such importance as to

command the earnest attention of all Whist players. It was called the *Signal for Trumps*.

Under the Philosophical System, then in process of incubation, it was found that a prompt lead of trumps was often of great importance. An expert might see from his own hand, and from the fall of the cards, that such a lead would benefit the joint hands considerably, but he might not have an early power of getting the lead himself, and he would think it most desirable if he could, by any legal means, get his partner to lead them for him. The desire at last led to the accomplishment, and the "Signal for Trumps" came in.

Clay describes it as follows:

"It consists in *throwing away an unnecessarily high card*. Thus, if you have the deuce and three of a suit of which two rounds are played, by playing the three to the first round and the deuce to the second, you have signified to your partner your wish that he should lead a trump as soon as he gets the lead. The same with any other higher card played unnecessarily before a lower."[1]

He further states (writing about 1864), that this signal was first introduced some thirty years before at Graham's Club,[2] which was

[1] A Treatise on Short Whist, by James Clay. De la Rue's edition, page 109.

[2] In "Whist," Vol. III., p. 156, Cavendish mentions a curious custom, in the Old Long Whist, of a certain intentional irregu-

then the greatest of Card Clubs, but was dissolved soon afterwards. Its invention is said to have been due to a fine player of that time, Lord Henry Bentinck. He had designed or noticed some contrivances with high cards, adopted with the object of getting trumps led; and, being very particular himself in the use of small cards, it occurred to him that by analogous means, an arrangement of the play of small cards might be made, which should communicate to the partner a similar desire for a trump lead.

The first published mention of it appears to be in a little book, dated 1851, called "The Laws and Practice of Whist, by Cælebs, M.A.," the author being the late Mr. E. A. Carlyon, a good player and a member of the Portland Club, to the members of which his book was dedicated. On page 62, he says:

"Generally, wherever a higher card is seen to fall, passively, *i.e.*, without a substantive object, before a lower, exhaustion of the suit may be expected; and the insignifi-

larity in "Calling Honours," which was understood to be a request for the partner to lead trumps, as mentioned by Hoyle, Mathews, and a writer in 1821, Admiral Burney. The latter says: "This I apprehend to be an intrusion on the plainness and integrity of Whist, but having been allowed and generally practised it now stands, and is to be received as part of the game." This contrivance can hardly be received as anticipating the modern Signal for Trumps, though it may be fairly quoted as a precedent for the common acceptance of the latter, when "allowed and generally practised."

cance of the cards only renders the presumption more forcible; hence, if you drop the tray before the deuce, it should be a moral certitude that you have no more of the suit. Many persons adopt another theory with regard to playing the higher card first; *viz.*, that it is an intimation of wishing trumps to be led. The existence of two such diametrically opposite theories sufficiently proves the necessity of attending to these *minutiæ*."

In the third edition of his book, however, dated January, 1858, Cælebs speaks much more positively about the signal, thus (page 22):

"Whenever a superior card is *unnecessarily* played before an inferior; *e.g.*, the tray before deuce, it is the strongest indication of the player wishing for trumps.

"This Signal, metaphorically termed the *Blue Peter*, is in diametrical antagonism to the theory of the old school; when playing the higher card first, indicated exhaustion of the suit and a wish to ruff."

The comparison of these two passages furnishes an important historical fact. As the author must have been well acquainted with the Portland Club, then the headquarters of Whist, it is clear that in 1851 the device was not in general use there, but that before 1858 it had become an acknowledged rule of play. Indeed, the author, in the Preface to the later edition, seems to pride himself on his "original" description of the "modern artifice."

The "metaphorical" name given to it, lik-

ening it to a "Signal" hoisted on ship-board, appears to imply that it was then considered a new device in whist-playing. At any rate, we are justified by this evidence in believing that, in 1858, it had become fully accepted in the chief London clubs.

A few years afterwards it passed under the hands of the "Little Whist School," and appears also to have been received by them without question. "Cavendish," who in 1862 founded his work largely on their proceedings, described it briefly without hesitation as an understood part of the game.

When, however, it became more known outside there was much hesitation in accepting it. Many players in good circles objected to it, and the French generally considered it unjustifiable. Accordingly, when Clay published his excellent treatise in 1864, he thought it worth while to devote an entire chapter to its consideration and justification. It was discussed occasionally for some time afterwards, and the objections to it were often repeated, but they gradually died away, and may be said now to have almost entirely subsided. The "signal" has been found attractive to the great mass of players; it has been approved, adopted, and recommended by the best authorities; nobody doubts its importance and efficiency; and whatever may

be its speculative merits, we now have it before us practically as an established integral part of the modern game as played in England and in America.

We have therefore no intention of raising here any question about its legality, or fairness, or utility; all those points have been settled by general consent. But as we are now trying to make a scientific investigation as to the Evolution of Whist, and as, without doubt, the signal for trumps has been one of the most powerful factors in the modern stages of this Evolution, it is desirable to notice the explanations which have been offered of its theoretical nature. And as Clay is the authority who has given us the best and most copious remarks upon it, we may turn to them for our chief information.

After alluding to the objections made to it, he gives an ingenious explanation of its origin, with the view of showing that the signal, or what is equivalent to it, would arise in the course of natural play, he says:

"You have, let us suppose, a very strong hand in trumps, a strong suit, and two weak suits, say a queen and a small card in one, a knave and a small card in the other. Your adversary leads the king of one of your weak suits. You throw your queen in order to induce him to lead a trump for the protection of his suit, or to induce him at least to change his lead. He does not, however, fall into your

trap, but plays his ace, and you play a small card. Your other weak suit is then probably led and you follow the same tactics, but to no purpose. You have to deal with a shrewd adversary. Your partner gets the lead in the third round of one of those suits. How should he reason? He should see at once, and, if a good player, he would see at once, that you had endeavoured in vain to tempt your adversaries to lead trumps, and he should do for you that from which they had wisely abstained.

"Again it is, let us say, your partner's lead. He has two ace king suits, and plays his two kings in order to shew you his strength. To each you throw a high card. He reasons thus: My partner's hand is all, or nearly all, trumps and the fourth suit. If it is not, he wishes me to think so and thereby to induce me to lead him a trump." —(Clay on Short Whist, pp. 110–111.)

Now we must go a step further. Assuming this sort of thing to have been often done, it occurred to Lord Henry Bentinck that, as a signal for trumps was so much wanted, it would be easy to make the contrivance more general, and apply it to smaller cards; so that playing, unnecessarily and irregularly, a higher card before a lower one, *in any case*, would serve for a call for trumps to be led.

Clay, in explanation of this, says, after referring to the cases which anticipated it (p. 111):

"This method of play being as old as Whist itself, it was certain, sooner or later, to be reduced to the conventional sign, good in the lowest cards as well as in the highest."

Here, therefore, he clearly points to the real element of novelty, that is, the "reduction to a conventional sign, good in the lowest cards as well as in the highest." And he considers this process so natural that he is reported to have stated in conversation, that "if a tribe of savages were taught Whist, he believed they would arrive at the signal in course of time by their own intuition."

"Cavendish" has also described the case in a very striking manner, and his description is so terse and so excellent that we give it entire. He says (21st Ed., page 143):

"It is a common artifice, if you wish a trump to be led, to drop a high card to the adversary's lead, to induce him to believe that you will trump it next round, whereupon the leader will very likely change the suit and perhaps lead trumps. Thus, if he leads King (from Ace, King and others) and you hold Queen and one other, it is evident that you cannot make the Queen. If you throw the Queen to his King, he may lead a trump to prevent you trumping his ace; but if he goes on with the suit and you drop your small card, it may fairly be inferred that you have been endeavouring to get him to lead a trump. Your partner should now take the hint, and, if he gets the lead, lead trumps; for if you want them led it is of little consequence from whom the lead comes.

"By a conventional extension of this system to lower cards it is understood that, whenever you throw away an *unnecessarily* high card, it is a sign (after the smaller card drops) that you want trumps led. This is called *asking for trumps*, or *calling for trumps*."

This puts it most clearly. It explains that the signal as a whole is not a novel invention, but that the novelty consists simply in a conventional extension of a natural mode of play to new circumstances.

For instance, in returned leads, it can be easily proved that with a high card and a low card in hand, it is advantageous to return the high one. With two low cards it might seem to the primitive player indifferent which he returned. But now, this convention is understood by all Whist players to be "good in the lowest cards as well as in the highest." This is similar in principle to the extended convention known as the call for trumps, and is much earlier.

But we have chosen our illustration from the trump call, because this would appear to be the earliest use of it which had assumed any great importance in Whist history; and we may, therefore, in our theoretical reasoning, fairly connect all conventional extensions with this signal.

Judging *à posteriori* it appears difficult to find any reason for the great opposition which was raised to the device on its first general publication, except on the ground of this little germ of novelty in its structure. It is a very small thing indeed; but it is sufficient to enable a player to make an important com-

munication to his partner which previously he could not do; and this is the great element in the importance it has assumed.

In the great Evolution of nature there appears to have been a day when, among the multifarious combinations of the inert chemical elements, an infinitesimal spark mysteriously entered, which gave one of them a new molecular form, and so introduced the great and marvellous phenomena of universal life throughout the world. And in the *Cosmos* of Whist, a spark as infinitesimal may have dropped, in a London club, into the seething mass of Whist study, and have ultimately produced the wonderful combinations of the modern American game.

And why need there be any hesitation in admitting that the signal contains a novel feature? Why should not novelties be introduced into Whist? Do not such introductions form indeed an essential part of the Evolution we are now considering? There have been changes and improvements enough since the invention of Whist, and why should not this be favourably received, if it is fair, and if it is found to add general interest to the game?

As to its fairness there can be no question. Clay, a most equitable and honourable-minded authority, declares it is "open to no objection

on the score of unfairness." And this will be quite clear according to Paley's test, as quoted on page 101, seeing that the means by which the information is conveyed is open to the whole table. The explanation of the novelty it contains, *i.e.*, the conventional extension to the smaller cards, is become an acknowledged integral part of modern Whist instruction, and all modern players are bound to know it, or to suffer from their ignorance, as they would from ignorance of any other modern Whist rule of play.

The other question, as to the effect of the trump signal on the game, is not so easily answered. Clay says, after declaring its fairness:

"Whether or not it is an improvement of the game is quite another question, but one which it is scarce worth while to argue here, as the practice exists, and cannot, to my thinking, be put an end to. At least it has simplified the game to the indifferent player and greatly diminished the advantage of skill. The time for leading trumps used to be the point, of all others, demanding the greatest judgment. Now, almost as often as not, the tyro knows whether his partner wishes trumps to be played. So much is this the case that a player of great reputation, who claims such credit as is due to the inventor of the signal, has often said that he bitterly regrets his ingenuity, which has deprived him of one half the advantage which he derived from his superior play. This practice, however, is established in England, and sooner or later it will travel."—(P. 112.)

But even if Clay's disparaging remark be true when applied to players of quite the highest grade, it is unquestionable that the signal has vastly increased the interest of the game to the multitudes—the hundreds of thousands of more moderate players—and has, among that class, raised the character of the play. It has not only done good to those who profit by it, but has also improved the play generally by requiring more attention to be paid to the fall of the cards, particularly of small ones. Formerly, many people, who were observant enough of honours and high cards generally, let their attention slacken in regard to twos, threes, fours, fives, etc.

Nowadays this will not do; if, when a man throws away a three his partner fails to recollect that, some few tricks before, he threw away a five of the same suit, the said partner must expect a somewhat severe rebuke for having, perhaps, by his carelessness lost the game. Or, if one of the adversaries is guilty of the same want of perception, he may lose an opportunity of forcing the calling hand, or of enabling his partner to make a little trump before it is drawn, so perhaps saving the game.

Then the trump signal makes the players themselves more careful about the play of

small cards. For example, a player who sorts the cards of each suit according to their rank, may happen to misplace a five and a four, and in consequence to play them unintentionally in the wrong order. In the olden time this would not do much harm, but now an observant partner, holding three trumps, would at once lead out his best, to what he deemed a call, and possibly the whole play of the hand might be ruined. The fear of this sort of thing is a wholesome check.

On this ground — namely, by stimulating the attention of the more moderate class of players—the trump signal undoubtedly gives greater interest to the game. It increases the number of things which have to be observed, and it opens out opportunities for skilful play which did not exist before. It is true that it often expedites the course of powerful hands, which carry all before them, and give no chance for opposition; but in the more evenly balanced distributions it often produces interesting situations, where the combatants may fairly contest their powers.

We have hitherto referred to the signal for trumps only in its original simple form; but its chief importance, in the Evolution of

Whist, consists in the fact that the novelty it involves, minute though it be, has formed *The Germ*, which, like the grain of mustard-seed, has developed to large dimensions. This development we have now to consider.

CHAPTER VIII

DEVELOPMENTS

THE first of the new Whist Developments was made by "Cavendish," in what was called the "Penultimate" lead from a suit of five cards. It arose in a curious indirect way, of which its author has given an interesting account,[1] and which it will be instructive briefly to describe here.

When working with the Little School, finding the lead of the ten adopted from King, Knave, ten and small ones (to protect the suit in case the partner should be very weak) he proposed, on the same grounds, to lead the lowest of any intermediate sequence of three cards. This was objected to by Clay, as he feared that such leads might be mistaken for leads from weak suits. Respect for the great authority checked discussion, but "Cavendish" often afterwards tried the plan in playing with friends, and gradually discovered that by its means the leader, when a smaller card was afterwards played, could

[1] "Whist" Journal, January, 1894, page 116.

always be credited with at least five cards of the suit. This suggested the idea that leading the lowest but one, *in any case, would have the same effect.* The plan was communicated in pamphlet form to various clubs, and Clay withdrew his demurrer. It gradually spread; about 1872 it was incorporated in "Cavendish's" book, and it has since been largely accepted as a useful device in giving information.

The author has fully explained its theoretical character. The penultimate was naturally led from such a combination as King, 10, 9, 8, and 2, as a matter of trickmaking expediency, to protect the suit, and it then indicated five cards. When it was led from, say King, 10, 9, 3, and 2, it also indicated five cards, by a conventional extension, of the same nature as that of the trump-signal.

The "Penultimate lead" was destined to have an important sequel. In 1879 Colonel (now General) Drayson, in his excellent "Art of Practical Whist," extended it by recommending that the holding of six cards should be intimated in a corresponding manner, by leading the *antepenultimate*, a suggestion which seemed a fair addition to the original one.

About 1883, the process of development received an unexpected reinforcement from the other side of the Atlantic; and as Ameri-

ca has since taken such an important share in regard to these Latter-Day Improvements, it is desirable now to speak of the proceedings somewhat fully.

We may take it for granted that the old Hoyle game, during its long exclusive possession of the Whist field, had spread into the Western World; and when it became improved into the Philosophical form, the acute Americans were by no means sluggish in appreciating the improvements. The work of the present author, describing its general nature and advantages, was (unfortunately without any advantage to him) multiplied and distributed over the Western Hemisphere to an extent quite unprecedented for a book of the kind; while with those who went seriously in for improvement, "Cavendish" and Clay became also household words.

Among the earnest students of the modern Whist, had been a Mr. Nicholas Browse Trist, of New Orleans. He was of an eminent family, and had received a high-class education. He had entered into correspondence with "Cavendish," and had discussed many interesting points of Whist practice with him, frequently writing in the *Field* on the subject.

In 1883, Mr. Trist, studying the leads above mentioned, conceived the bright idea that instead of counting the distance of the card led from the *bottom* of the suit, it would be more convenient to count it from the *top*. So that, if the intimation were given to the partner beforehand that the first small card led, in long suits, would be the fourth from the top, or as it is now called, the *fourth best*, it would comprise the old lead of the lowest from four, the "Cavendish" penultimate from five, and Drayson's antepenultimate from six, all in one rule.

This was communicated to "Cavendish" in a letter, and shown to the author of the present work, who fully concurring in the elegance of the simplification, remarked that it seemed to have been, as inventors say, "in the air" for some time, and might be considered to be now fully established, as a principle of play.

Of course it may be said (as was said at the time) that for the four, five, and six suits, this proposal was only a change of name, offering nothing new. But really the change of name meant a great deal, because it involved a new mode of considering the lead as information to the partner. Hitherto he had only estimated the *number* of cards held, by the indications of the low cards observed; but now

his attention was called to the *value of the high cards*, as revealed by the fact that the leader must hold exactly *three cards*, neither more nor less, of higher value than the one led.

An example will make this clear. Suppose I hold King, Knave, nine, eight, and two, and I lead the eight. Considering the eight as a *penultimate lead*, my partner, when I drop the two, will know I had five cards originally. But considering it as the lead of the "fourth best," he may gain much more valuable information. Suppose he himself holds Queen, ten, and a small one, and that when he plays the Queen it is taken by the Ace. Then, when he considers that I must hold three cards higher than the eight, and that Ace, Queen, and ten are not among them, he knows, on the completion of this very first round, just as positively as if he looked over my hand, that I hold the King, Knave, and nine. This seems very obvious and simple, but no one before Mr. Trist appears to have thought of it, although the lead is precisely the same as practised before, either with four, five, or (on Drayson's principle) with six cards.

The convention is justified as follows: For the trick-making effect a low card only is wanted; and the leader might be expected, in

default of any other understanding, to lead the lowest he has. But in the majority of cases, as four is the most frequent number of a long suit, this would be the fourth best; and by a conventional extension this is, for the purpose of giving information, made the general rule, all cards below the fourth best being ignored, just as if they were not in the leader's hand.

This idea, from its simplicity and usefulness, soon became popular, and in honour to Mr. Trist it has been universally known by the name of an "American Lead."

Mr. Trist, however, about the same time did something more, as he contributed an important convention of another kind. He had noticed the advantageous use that had been made of variations in the play of "indifferent high cards," *i.e.*, cards of equal value for trick-making purposes; and he proposed to carry this further. The cases were many where a player had to lead one card of a sequence, and Mr. Trist reasoned that according to the new privilege, the leader might, by choosing different cards for the purpose, convey by convention distinct items of information for each card.

In settling how this should be arranged, he ingeniously took advantage of some or-

dinary expedients which had already prevailed for trick-making purposes. There had been a rule established in the earliest times by Hoyle, that, supposing the leader of a plain suit to hold King, Queen, and Knave, if he held only three or four cards of the suit altogether, he should lead the King; but that if he held five or more he should lead the Knave; the object of this being to induce his partner to put on the Ace, if he had it single-guarded, to get it out of the leader's way.

There had also a rule been made specially by "Cavendish" for the Philosophical Game, of somewhat similar character. If the leader held Ace, Queen, and Knave, he would lead first the Ace, and then the Queen or the Knave; but here he had a choice which of these two "indifferent cards" he should lead. If he held originally not more than four cards, he should lead the Queen, but if he held five or more, he should lead the Knave, not for any informing purpose, but with the view of inducing his partner to put on the King if he held it with two others originally, and so avoid blocking the suit.

Now, Mr. Trist reasoned thus, "Here are two cases where it has been settled that differences are made in the card led, for the purpose of obtaining different results conducive

to trick-making; why should not these differences be utilized also for giving the partner information? It happens that in each case the lead of a lower card accompanies the holding of a larger number of the suit, and the lead of a higher card accompanies a smaller number of the suit. Why cannot we, under the new conventionally extended system of giving information, make it understood that in all cases of the leading of indifferent high cards, whether the general policy of trick-making dictates it or not, the same rule shall apply? He consulted "Cavendish," who warmly approved of the suggestion, and this at once was registered and widely adopted as another item of *American Leads*.

They were taken up energetically by "Cavendish" about the middle of 1884; he wrote much about them in the *Field*, and a special article in *Macmillan's Magazine* for January, 1886. He also gave several illustrated lectures on them to Whist coteries, and he published in 1885 a work called "Whist Developments"[1] (dedicated to Mr. Trist), in which the American Leads formed the chief topic. He described them very fully and laid down three maxims by which they were defined, as follows:

[1] "Whist Developments. American Leads and the Unblocking Game." De la Rue & Co. 1885.

1. When you open a suit with a *Low Card*, lead your *Fourth Best*.

2. On quitting the head of your suit, lead your *Original Fourth Best*.[1]

3. With two high indifferent cards lead *the higher* if you opened a *suit of four*; the *lower* if you opened a *suit of five*.

The promulgation of these leads gave rise to some controversy; but the principles made way among the more earnest Whist circles, and they were incorporated, in 1886, in the sixteenth edition of "Cavendish's" work, as established rules of practice.

"Cavendish" was indefatigable in bringing into use the new system of improved communications. He introduced a fresh one affecting, in an important way, the management of trumps. When a player resolves to lead them it becomes very desirable for him to know to what extent his partner is able to support him. This may be seen to some extent by the card he returns; but in the thirst for information in the present day it cannot be waited for; it is wanted at once. Suppose, therefore, I either lead trumps or call for them: the moment my partner sees

[1] This maxim afterwards underwent discussion, for many years, and "Cavendish" now prefers to say, lead the *fourth best remaining in your hand.*

this, if he happens to hold more than three *he also* calls for trumps, which is to be understood to communicate that fact to me. This is called *The Echo of the Trump Call.* Of course if I do not see an echo I understand he holds only three or less. This was published by "Cavendish" in 1874, and a "sub-echo" has since been arranged to show when the exact number held is three.

Another novelty that occupied the attention of "Cavendish" had reference to the effectual "*bringing in*" *of a long suit*, which, it will be recollected (see page 92) was one of the fundamental features of the Philosophical Game. This desirable result was of course often frustrated by the opponents, whose business it was to endeavour to do so; but it was sometimes also frustrated by the partner, whose business should have been to help instead of to obstruct the desired end.

Suppose, for example, that when I am trying to bring in my long suit, my partner may hold a high card in it, together with some small ones; it may not unfrequently chance, if care is not used, that after he has got rid of his small cards, his high one may stand in my way, and stop my continuous lead. This is called "blocking my suit," and "Cavendish's" proposal was to enable my partner to

avoid getting me into this difficulty. He accordingly devised, by a masterly process of reasoning, a way by which, if my partner used ordinary care, he could see beforehand when his high card would be likely to be obstructive, and might get rid of it in time. This he called "unblocking;" and the process by which it was effected, the "Unblocking Game." It was published in his "Whist Developments," 1885. It depended almost entirely on the indications given, by the American leads, as to the number of cards held. Indeed the endeavour to show this, and so to enable an observer to "count his partner's hand," appears to have been the chief object in these contrivances generally.

"Cavendish" devised the following short rule for unblocking purposes. When your partner leads originally either Ace, Queen, Knave, ten, or nine (not the King), and you hold exactly four cards of the suit, *retain* your lowest card on the first and second rounds. This is a simple general rule, of the application of which the following is an example. The first lead is a Queen; second hand plays King; the third hand knows that, according to modern practice, the lead was from Queen, Knave, ten, and probably four or more in suit. The third hand holds nine, eight, seven, and two, of the suit. He should retain

the two and play the seven. On the second round the original leader's ten is won by the opponent's Ace. The original third hand should play the eight, still retaining the two. It is now obvious that if the original lead was from four cards (or even three) no harm is done, as the two can be played on the third round, if thought expedient. But if the original lead was from five or more cards (as may be determined by the fall of the cards on the first and second rounds) the third hand can now unblock by playing the nine to his partner's Knave. Had he retained the nine and the eight, he must block any long cards his partner may hold. For further details the book must be referred to.

Most of the results of Whist study in this period were in the shape of new additions to the ordinary rules. But in some cases this study led to revisions and alterations of the old time-honoured formulæ, and of the simplest and most obvious leads. For example, in an original lead from a long suit containing Ace and King, the orthodox practice was to play out the King first, and then the Ace, for reasons well considered and well known. But, in 1888, "Cavendish" proposed to adhere to this only for a suit of four; if it was longer, this fact was to be intimated to the partner

by beginning with the Ace, and following with the King. Similarly, the old orthodox habit for a long suit headed by King and Queen, was to begin with the King; but this also was now confined to suits of four only; for longer suits the new prescription was to begin with the Queen.

These are only examples: for in the advanced study of leads, the fact became evident that, by a previous understanding, other leads formerly prescribed might be changed advantageously, so as to afford more information. The new list of leads in the 21st Edition of "Cavendish," 1893, contains some sixty rules, occupying seven pages!

The particulars stated above only give an idea of the general nature of the novelties introduced during this period; for, the admission of extensions of principle being allowed, many advantageous cases of their application were discovered. It is only just, however, to their chief author, "Cavendish," to say that he always seems to have taken great pains, before introducing and publishing new inventions of the kind, to investigate thoroughly their nature and working, and to discuss candidly their advantages and disadvantages, so as to establish not only their correctness in principle but their usefulness in application. He would submit them to good judges,

and in the first instance offer them tentatively to the Whist world, by inserting them in an Appendix; and he would only admit them into the body of his work, after he had secured the assent, to them, of persons on whose judgment and experience he appears to have relied.

He has also taken the trouble to give, at some length, arguments in defence of the new introductions, and general statements of his views on Whist conventions and signals generally. And as this involves the mention of points confessedly obscure, on which there is not only much want of knowledge among practical Whist players, but some difference of opinion among educated experts, it is only justice to so high an authority to quote some of his most important passages. (21st Edition, Chapter on "The Conversation of the Game.")

"The instructed player frequently selects one card in preference to another with the *sole* object of affording information. When the principle is carried thus far the play becomes purely conventional. For example, you naturally win a trick as cheaply as possible: if fourth hand you could win with a ten you would not waste an Ace. But suppose you hold Knave and ten, which card should then be played? The Knave and ten in one hand are of equal value, and therefore to win with the Knave would be no unnecessary sacrifice of strength. Nevertheless you ex-

tend to such cases the rule of winning as cheaply as possible, and you play the ten for the mere purpose of conveying information. This is a simple instance of pure convention. Again, the system of returning the higher of two losing cards when they are both small cards, is purely conventional.

"To take another case: after two rounds of your four-card suit you are left with two losing cards, say the six and the seven, and you, having the lead, are about to continue the suit; you should lead the six, not the seven, in accordance with the rule that you lead the lowest card of a suit, except with commanding strength. This being the convention, if you lead the seven your partner will infer that you cannot hold the six, and will suppose that you led from a three-card suit in consequence of exceptional circumstances; if he is a good player he will miscount all the hands, probably to your mutual discomfiture.

"Whist conventions, it will be observed, are in accordance with, and are suggested by, principle. Indeed all the established conventions of the game are so chosen as to harmonize with play that would naturally be adopted independently of convention. The aggregation of the recognized rules of play, including the established conventions, constitutes what in practice is called the Conversation of the Game of Whist.

. . . . . .

"A most valuable mode of conveying very precise information of strength is within the reach of those who adopt the mode of leading advised at pp. 75–83 [The Analysis of Leads in Detail]. As some of these leads have been questioned it may be stated that, in the opinion of the Author, they are advantageous when played by partners comprehending them, and that they form a system in harmony with established principles.

"With regard to this system as applied to leading a high card of your strong suit after a high card, no one disputes the advantage of leading Ace, then Queen, from Ace, Queen, Knave and one small card, and of leading Ace, then Knave from Ace, Queen, Knave and more than one small card. In the case of the four-card suit you select the higher card to tell your partner not to play the King, as you have not sufficient numerical power to defend the suit single-handed. In the case of a suit of more than four cards you select the lower card, that your partner may not retain the command of your suit, and may play the King, should he happen to have held King and two small ones originally. For a similar reason it is obvious that with Queen, Knave, ten, and one small card, you should follow Queen with Knave; with Queen, Knave, ten, and more than one small card you should follow Queen with ten.

"Now here is a germ of a principle of play. Holding two high indifferent cards and only four of your suit, your second lead is the higher card; holding more than four, your second lead is the lower card. For the sake of uniformity you should pursue the same plan in all cases where, after your first lead, you remain with two high indifferent cards.

. .

"With regard to the system as applied to opening your strong suit with a low card, those who have already adopted the *penultimate lead* from suits of five cards will have no difficulty in again discovering the germ of a principle of play. The fourth best card of your suit is led from suits of four cards and from suits of five cards.

"You have only to apply the same rule to suits of more than five cards and to lead your fourth best card. You then pursue a uniform practice, and at the same time convey information which may be very useful.

"As an illustration, take this suit: Queen, ten, nine,

eight. You lead the eight. Now, suppose your suit to be Queen, ten, nine, eight, three; you still lead the eight. Now add one more card. Your suit is Queen, ten, nine, eight, three, two. You should still lead the eight. No doubt a careful player would lead the eight, as a card of protection, even if systematic leads had never been thought of. With lower cards, such as Queen, nine, eight, seven, three, two, it is possible a careful player might lead the seven, and with still lower cards where is he to stop? The knot is cut by the very simple and uniform rule of leading the fourth best, without reference to the possibility of its being a card of protection.

. . . . . .

"The more the system of leading, developed at pp. 75–83, is examined, the more thorough it will be found."

The result of the long-continued efforts of "Cavendish" and his American coadjutor, Mr. Trist, may be seen in the later editions of the work here quoted from, which present examples of energy, industry, and ingenuity in regard to the game which have never been equalled or approached since the time of Hoyle.

For it must be explained that these alterations, in their later features, have been of such a nature as to influence materially the general details of play, and to suggest concomitant changes in views and proceedings indirectly connected with them, so as to utilize in the best manner the advantages of the new provisions. And to such an extent does this

reach that, although the main principles of the Philosophical Game are still adhered to, the modes of applying them become much changed.

There is also no doubt that the study of these changes, in the hands of the masters of the art, have led to the more thorough investigation of scientific play generally, independent of the signalling, as may be seen by many late discussions and articles in the American "Whist" journal and in the English *Field*.[1]

And, moreover, all this labour, great as it has been, has not yet approached finality, as we shall see hereafter that the march of Evolution has not yet been stayed.

[1] Notice in particular some mathematical articles of very high class in the *Field* of 1893 and 1894, by Mr. Whiteld and a writer signing himself C. H. P. C. It is right to say that the "card" department of this journal, under the editorship of "Cavendish," has been the great repository of Whist intelligence and discussion ever since the game acquired any literary interest.

CHAPTER IX

WHIST IN AMERICA

It will be easily understood from the foregoing chapters that the latest phase of Whist Evolution, which we are now treating of, consists of the previous Philosophical Game, extended by a large augmentation of the powers of communication between the partners, and by many inferences and improvements of play, consequent upon and arising out of them. By these extensions the two players are brought much nearer than before to the ideal condition of knowing each other's hands; and so of playing the joint combination to the best possible advantage.

The new system has not, as a whole, been yet adopted largely in England; but to make amends, it has been received with remarkable earnestness and enthusiasm in the United States of America, where it may indeed be said to have become the standard form of game. And as there are many points connected with its reception and practice there which are novel and interesting, and are quite

worthy of the attention of Whist players generally, it is proposed to devote this chapter to their description.

WHIST CUSTOMS; SCORING, ETC.

In the first place something may be said about the American Whist customs, which differ in some respects from those in England, particularly as regards scoring.

In the original English Whist of Hoyle the winning score for each game was ten. Every trick above six counted one, the possession of three honours counted two; and four honours counted four. This was called *Long Whist;* and sometimes, when the honours ran even, a game might be spun out for a long time, and the longer it took the less gain was made by the winners.

There is no denying that the in-born propensities of the *genus homo* as a gambling animal appeared in the game of Whist as well as in many other gentlemanly amusements: the long game was found too slow to allow the free circulation of money, and it was cut in two, producing *Short Whist*, as described on page 49. Many Whist enthusiasts protested against the undue preponderance of luck caused by the full retention of the value of the honours with a score of only five (allow-

ing more than double the winning score to be made in one fine hand), but in vain; the excitement of the turns of fortune was preferred to the milder stimulant of skill in play, and *Short Whist* has been found unassailable in the public Whist circles in England.[1]

Now without shewing our American Cousin

[1] Some curious ideas prevail even among the best players, as to luck at Whist. The most powerful intellect, the most profound science, is not proof against superstition; and it is curious to see how fastidious even the best players will be about the choice of seats, or cards, or counters, or about other things which can have as little influence on their fortunes as the changes of the moon. Some will insist on being the first to touch a black deuce turned up; some attach good omens to the hinges of the table; some think it advantageous to sit north and south; and so on.

One cannot believe that any other than a born fool (and he could not be a Whist player) seriously believes such things are of any real importance, and the persons doing them are often unmercifully bantered for their folly; but still they persevere, and it has often been a great puzzle how such an anomaly can be explained. We believe the explanation lies in a simple application of experience in chance results. Toss up a penny a great number of times and record the results; you will find that you do not get heads and tails alternately, but that there is an almost constant tendency to produce *runs* on one particular chance; you will often find heads or tails repeated 3, 4, 5, or more times running. Now, as the tossing of a penny is an analogous case to the winning or losing of a rubber at Whist (which is very nearly an even chance) people lay hold of the salient fact of the tendency to a run, and apply it to this case. They argue that as the head, after coming once, may be repeated several times, so the seats or cards which have won once may win several times running. Of course the reasoning is fallacious, as the reasoners know full well, but it is their only justification, and as the practices are very harmless, and are indeed expressly provided for by the laws, one need not be angry with them.

the slightest disrespect, it is allowable to say that the inhabitants of his hemisphere have not been usually considered insensible to the attractiveness of the fickle goddess:—and one would have thought that when such a glorious mode of wooing her was made available to him, as that offered by the noble invention of Short Whist with full honours, he would have embraced it gladly. But by one of those odd inconsistencies which occasionally seize nations as well as individuals, the Americans, almost with one accord, have cried out against the luck in the Short Game, and sought means to increase the power of the element of play, by declining to count the honours and making the score by tricks only.

We learn[1] that in the ordinary American social clubs, where Whist is not the chief object, but is merely an accidental recreation, it is customary to play, not rubbers, but single games, in which five is the winning score. The points are gained by tricks only, honours not counting at all. The stakes vary from one or two to five dollars per game; and when five points are scored by either party the game is won, no allowance being

[1] "Cavendish," after his return from the States, gave a general description of American Whist in the *Field* of December 9 and 16, 1893.

made for any points that have been scored on the opposite side. Thus when I and my partner have scored, say four, if the other party make five, our four are entirely lost, doing us no good at all.

In the Whist Clubs proper, however, established for Whist only (and generally known as League Clubs), a different form of scoring is used. In this, also, honours do not count, the only score is by tricks, each trick above six counting one point. Single games are played, the winning score being *seven;* the value of the game is determined by deducting the losers' score from seven. The reason for choosing the number seven is that this is the maximum which can be obtained in one hand. In these clubs, although money stakes are not forbidden, it is unusual to play for money, as the Executive of the League wish that the play should be for the love of the game alone.

Whist played in either of the above modes is called "Straight Whist."

It will be obvious that this mode of scoring, by tricks only, eliminates a large portion of the luck, reducing it, in fact, to the variations in the trick-making capabilities of the hands, and leaving to the players the opportunity of exercising their skill in making the most of such hands as they receive.

DUPLICATE WHIST.

But the Americans were not satisfied with this; so earnest was their wish to magnify the importance of skill that they resolved, if possible, to introduce tests which would tend to eliminate luck altogether. For this purpose they reverted to a plan which had been used for the same purpose at a very early period. We have mentioned in Chapter V. a "Little School" of Whist students who endeavoured to get out some accurate Whist data. The "value of skill" was one of these, and they contrived a mode of experiment, which was described by Mr. Henry Jones, one of their number, in a letter to *Bell's Life*, March 6, 1857, and signed "Experto Crede." This was the first contribution to Whist literature ever written by an author afterwards so famous, and as the idea was ingenious and useful, we may give a few extracts from it.[1] He says:

The scheme, besides possessing the greatest simplicity, almost entirely eliminates luck. . . . In each of two separate apartments a Whist table is formed, each table being composed of two good players against two confessedly inferior ones. A hand is played at one table; the same cards are then conveyed to the other table and the

[1] It has been reprinted entire in the Milwaukee *Whist* Journal, May, 1893.

hand is played over again, the inferior players now having the cards which the good players held, the order of the hands of course being preserved. The difference in the scores will manifestly be twice the advantage due to play in that hand.

It is necessary, however, to bear in mind that chance is not altogether eliminated, inasmuch as bad play might, and frequently does succeed; again some hands offer a greater scope than others for the exercise of talent. Still all that portion of luck (by far the largest) arising from good and bad cards is, by this method, done away with.

This contrivance was further described in the "Philosophy of Whist," 1883. A few years afterwards it was again brought forward in the *Field*, and appears to have been seized upon by the American players. But it was changed in its plan. In the original there were two pairs of good and two pairs of inferior players, the object being only to find the difference between good and inferior play generally. But in the American game the object has corresponded more nearly with "matches" or competitions at chess, cricket, lawn tennis, etc., its object being to test the comparative skill of players against each other.

The arrangements for this purpose are ingenious and complicated, and have been the subject of much study.[1] The principle of

[1] The most usual arrangement has been excellently described in "Cavendish's" article already alluded to. Mr. R. F. Foster has also treated of the subject at considerable length.

the original invention is applied by causing any hand for four persons to be played in "duplicate," or "replayed" (or, as the Americans call it, "overplayed"), with changes in the players; after which, according to suitable arrangements, and by proper scoring, the comparative skill of the different players may be estimated by the results obtained.

This may be carried out in several different ways. For example, two clubs may be matched against each other, each bringing to the contest a large number of chosen players. Many such matches have been, and continue to be played in America; and an example of one of the most celebrated is given in Appendix D to this work.

But a more usual arrangement is to match a smaller number of players, called a "team," against another team of an equal number. The following sketch description of the simplest elements of such an arrangement may probably suffice to give an idea how it is managed.

Say that a team of four players, A B C D, which we will call the "New York team," are to play against a "Brooklyn team," W X Y Z.

Two tables are formed. At the first table A and B play against W and X; at the other

table C and D play against Y and Z. A hand is played at the first table, and we will say that A B mark seven tricks and W X six tricks.

The same hand is then taken to the other table to be "overplayed" or "duplicated," when the cards previously held by the New York players, A B, are given to the Brooklyn players, Y Z, and those previously played by the Brooklyns, W X, are given to the New Yorkers, C D. Suppose that here C D make seven tricks and Y Z make six tricks; then on the sum of the two playings

The New York team make . . . 14 tricks.
The Brooklyn team make . . . 12 tricks.

If the players were of equal strength we might expect that each team would make thirteen, so that the result shows the New York team to be the stronger, as regards the play of that hand.

This single experiment would be of little value, by reason of many interposing elements, but the effect of these may be largely diminished by multiplying the hands played and overplayed. The proper scoring and final combination of the whole would thus give a fair comparative idea of the respective degrees of skill exerted by the two teams in question.

It is on these principles that the competitive matches and tournaments are now carried on: and indeed the duplicate game is becoming so much approved in the American League Clubs as almost to be their Standard Whist form. And when the play of the hands is fully and accurately recorded (as is now frequently done), the record gives excellent data for study as to the effect of different modes of play.

Mr. Foster has carried the principle of duplication farther by making it applicable to play on a smaller scale, say in domestic circles. Suppose for example there are four players of a family; one pair of them, A B, playing in partnership, may agree to match themselves against the other pair, Y Z, in the following way:

A hand is played by A B against Y Z, and the number of tricks on each side are noted. The cards are then carefully put aside, and on a future sitting, when it may be assumed that the players have ceased to remember anything material about the hands, the same cards are taken again by the same four persons but reversing the holders—*i.e.*, Y Z are now given the cards which A B had before. A comparison of the results of many hands so played will give an indication of the comparative skill; provided, of course, that

a good memory does not vitiate them, on which doubts may arise.[1]

By other arrangements the skill of single individuals may be compared, but this process involves some complicated provisions, for which Mr. Foster's book may be referred to.

"Cavendish" has expressed the opinion that, although duplicate Whist is the most suitable for playing in matches or tournaments, it involves a great strain on the players, under which Whist loses its significance as a pastime and becomes a toil. He thinks that on the whole the "Straight Whist" of seven up without honours, is the most perfect mode of scoring for intellectual players that has yet been devised. But the English Short Whist with full honours will probably long remain a favourite in its own country.

THE AMERICAN WHIST LEAGUE.

The Philosophical Game of Whist having been originally so well received in America, it may easily be understood that the subsequent participation of an American authority, Mr. Trist, in its latest development, gave it a further patriotic interest; and as the improve-

[1] Apparatus for this experiment is sold by Messrs. Mudie, stationers, in Coventry Street, Piccadilly.

ments became chronicled in the later editions of "Cavendish," they continued to add to the popularity of the advanced views.

Many Whist clubs were formed in various parts of the States, and the modes of encouraging the study and improvement of personal skill were so successful, that in 1890, a proposal was made to get up, in imitation of the habit in other games of skill, a *Whist Tournament;* where the members of the clubs might meet together and compete for prizes.

The proposal was well received by clubs throughout the country; but, in the discussions that followed, it soon became evident that the prevailing opinion among American Whist players favoured the idea of holding a *Whist Congress* to consider this and other questions. Accordingly invitations were sent out to the various clubs to attend a congress to be held for four days in April, 1891, in Milwaukee (where a good Whist club had been established since 1875), "for the purpose of organizing an association of American Whist Clubs; of formulating and adopting a code of rules and regulations suitable to the American game; of discussing and, if practicable, of adopting and promulgating a declaration of principles as to methods of play; and of instituting a match or series of matches, to be played un-

der such rules as the Congress may prescribe."

The Congress was held, and it resulted in the organization of a permanent body called *The American Whist League*. It was to consist of an association of local Whist clubs, representatives of which were to meet in congress in different towns once every year. The President chosen for the first Congress was Mr. Eugene S. Elliott, a gentleman identified with the local Whist society, and thirty-six clubs sent in their adhesion.

The first work was to settle the Constitution of the League and to formulate a Code of Laws suited to the American game. The mode of scoring was also determined on. Matches were then arranged and playing took place on the several days, the records being afterwards published in the Official Report.

At this Congress Mr. Henry Jones ("Cavendish") and Mr. N. B. Trist, of New Orleans, were elected honorary members of the League.

The Congress attracted wide attention. The immediate result was to stimulate the interest in Whist throughout the States, and many social organizations, that had been gradually drifting away from the knowledge

and practice of the game, began its study again, while the number of new clubs formed was legion.

The Second Congress of the League was held at New York for a week in July, 1892. It comprised forty-eight clubs, delegates of which attended; in all, 310 persons. The playing of matches was pursued on a larger scale and under more explicit and formal regulations than before, and prizes and trophies were competed for.

The laws were again revised and improved.

The Third Congress was held at Chicago from the 19th to 23d June, 1893. It brought together more prominent players than either of the former ones, and demonstrated a material advance in the methods of playing. The work consisted mostly in perfecting what the two former Congresses had begun, including a further revision of the Laws. We give a copy hereafter, as they differ materially in some points from the authorized English Code. Mr. Henry Jones and Mr. Trist were present and received special honours. General Drayson and Dr. Pole were elected honorary members. Twenty-three States were represented in the League by clubs in fifty cities. A lady delegate attended on this occasion for the first time, and

acted as assistant secretary. The matches played were esteemed very good.

Mr. Jones, on this visit to America, took the opportunity of making a tour of some months through the United States, during which he was hospitably received by the best Whist clubs and players, and much benefit resulted from the intercommunication.

The Fourth Congress was held in Philadelphia from the 22d to the 26th of May, 1894. There were then represented, as attached to the League, ninety-five Whist clubs, with a membership of upwards of 14,000 persons. These clubs were situated in sixty-four cities and towns, belonging to twenty-three States and the District of Columbia. The Mayor of Philadelphia presided, and in his opening speech amused his audience by announcing that "the Philadelphia police had been specially provided with copies of 'Cavendish,' and were instructed to settle all disputes in accordance with recognized American leads." The number of players who actually attended and took part in the proceedings was about 400.[1]

[1] Among these was a gentleman of good position, a Mr. Henry K. Dillard, who was totally blind. He lost his sight by disease about thirteen or fourteen years ago, but, having been fond of Whist, he perfected arrangements by which he could continue his practice. He uses cards pricked by stencil in such a way that by his delicate touch he is able to distinguish them

The matches played at this Congress appear to have excited more than usual interest. The League was well received by the city; all the leading clubs, and many other public institutions, were thrown open to the visitors, and much private hospitality was shown.

The next Congress was fixed to be at Minneapolis in 1895.

The playing of "Matches," or "Whist Tournaments," is such a novelty, and at the same time is such a striking illustration of the enthusiasm with which the game is taken up in the United States, that we publish, in the Appendix, an account, taken from the *Whist Journal* of August, 1892, of one of the most important, viz., for the *Hamilton Whist Trophy*, at the Congress held in that year. The account will also illustrate the nature and application of the duplicate system of play.

rapidly and correctly, and all that he then requires is that each of the other players shall name the card he plays. The stencil marks are so slight as not to interfere with the fair use of the cards by the other players; but, obviously, an ordinary pack might be used by his simply getting his own cards changed by some bystander, for marked ones of the same pattern. He is already more than an average player, and is said to hold his own with any. Many of the leading delegates played with him, and were unanimous in their expressions of astonishment at the correctness of his game and the rapidity with which he played.

PROFESSIONAL TEACHING OF WHIST.

Another evidence of the earnestness of the Americans in the game has been the fact that they have revived and encouraged *professional teaching*, in the manner practised by Hoyle.

Nothing had been done since his day; but in 1871, when the author of the present work had occasion to describe the Philosophical System he inserted the following note (*Quarterly Review*, page 69):

> Why cannot Whist be taught professionally, like chess and billiards? Hoyle set the example, at a guinea a lesson, and there is now much more scope for instruction than there was in his day, from the game being reduced to so much more systematic and teachable a form.

It is quite as practicable as the teaching of drawing or music, or any ordinary accomplishment, and the Americans have made the experiment with great success.

It is curious that the teaching began among the fair sex. About 1886 a little circle of ladies, prominent in the Society of Milwaukee (a city often distinguished in Whist matters), despairing of solving for themselves the mysteries of "Cavendish," sought aid from others of their sex who had been more fortunate.

And this led to regular paid instruction. The pioneers in the venture were a Miss Kate Wheelock, of Milwaukee, and a Miss Gardiner, of Boston. The first-named lady has since earned a very wide reputation. Her classes in one season numbered nearly 150 members, and she has received so many applications from various towns that she has been obliged to make periodical tours to satisfy them. She has turned out many distinguished pupils, and is known by the name of the "Whist Queen." A Mrs. M. Jenks is also a celebrated teacher, who has advocated Whist-teaching in schools; and many others are so engaged. Some of these ladies have visited London, and have given a high impression of their abilities. The terms charged by the best teachers are two dollars per lesson for each person in a class of four, and the income of one teacher is given at the rate of $150 (£30) per week. Many classes are said to exist in every large town, and the pupils often belong to the best society.

It is noteworthy that while accomplished lady Whist players are so rare in England, in America they abound; they take part in the League matches and are said to hold their own among the best club members. There can be no doubt that since the game has been reduced to more systematic principles

it has become more liked by the fair sex. Indeed, the attainment of this was one of the advantages early claimed for the Philosophical Game.

In speaking of Whist instruction we must not omit the mention of Mr. R. F. Foster, of Baltimore, who has not only been a highly successful teacher, but has contrived an ingenious arrangement of "Self-Playing Cards" to aid in the study.

AMERICAN WHIST LITERATURE.

It was natural, as Whist had become so popular in the States, that it should be taken up by the Press. There had for some time been "Whist Columns" in the newspapers, but after the first Congress it was thought desirable to start a special organ for it. Accordingly in June, 1891, there was published in Milwaukee the first number of a handsome large quarto periodical entitled: WHIST, A MONTHLY JOURNAL DEVOTED TO THE INTERESTS OF THE GAME. And on the occasion of the Second Congress this was adopted as the accredited organ of the American Whist League. It has appeared regularly since, and contains matter of much interest;—notices of the Congress proceedings; essays on all kinds of topics affecting the game; contributions

and letters from Whist writers, and Whist players; portraits and biographies; examples of hands and interesting situations; discussions of difficult and controverted points; club news and announcements; and generally a monthly repository of Whist jottings. The advantage of such a journal in keeping up the interest in the game is highly appreciated, and the author of the present work has to acknowledge much information, and many extracts from it, in regard to Whist in America.[1] The journal is ably conducted by Mr. Cassius M. Paine, a well-known Whist player in Milwaukee.

But the Americans, not to be behind-hand in the literature of Whist, have also produced more serious and lengthy writings upon it. Passing over some earlier and smaller publications, the first of any pretension was a "Whist Manual" published in 1890, by Mr. Foster, adapted to his system of instruction. He has since written another work containing a full description of Duplicate Whist and an essay on "Whist Strategy."

In the same year appeared, "A Practical Guide to Whist, by the latest Scientific Methods. By Fisher Ames." New York,

[1] The "Whist" Journal will be found at the British Museum, and may be subscribed for at Messrs. Mudies', 15 Coventry Street, Piccadilly.

Scribner's Sons (Second edition, 1891). This is a handy little book of only about one hundred pages. It begins with the following sentence:

> The Theory of Modern Scientific Whist and the arguments upon which it is based, are now so generally well known and understood that no re-statement of them is deemed necessary here.

In accordance with this notice the book only professes "to give the rules and directions for play in the various contingencies of a hand, according to the best authorities." And this it does very fairly, adopting the American Leads which "having recently been greatly developed and improved by Trist, "Cavendish," and others into a complete, simple, and harmonious system, have entirely revolutionized the game."

In 1894 appeared another pretty little book by Mr. Charles E. Coffin, "The Gist of Whist," containing useful information, theoretical and practical, in a compact form.

But the great American work, which must be hereafter regarded as the *μέγα βιβλίον* of Whist, was published about the middle of 1894. It is entitled

> Modern Scientific Whist. The Principles of the Modern Game Analyzed and Extended. Illustrated by over

sixty critical endings and annotated games, from actual play. By C. D. P. Hamilton. New York: Brentano.

The author belongs to the Pioneer Club, in Pennsylvania, and is well known as one of the leading experts in the American Whist world: his work amply shows his acquaintance with the modern American form of game.

It is indeed a "big book," being a large octavo volume, 8 inches long, 6 inches wide, and $1\frac{1}{4}$ inches thick, weighing above 2 lbs. There are 609 pages, of a size taking about 360 words of type: there are 32 chapters, 19 elaborate tables, and 84 "Pertinent Maxims." And it is illustrated by about 470 diagrams, many of them containing 20, 30, or 40 cards each, all placed in proper positions for study.

The author, like Mr. Fisher Ames, takes all the previous knowledge about Whist for granted. He begins at once with "The first hand or lead," and although he speaks in his title of "scientific" Whist, and of "analyzing principles," his book seems to be simply an enormous budget of instructions for the practical details of play. He adopts, of course, all the new latter-day modes of communication between the partners, but he largely extends the system; he follows up the influence this has on the general play of all the hands,

and shows how great this influence has been. Indeed, he says (pp. 70, 160), "The new order of American leads has revolutionized the game and rendered obsolete to a great extent the text-books of the day."

He points out in several places the magnitude of the task a learner has before him who would desire to become a proficient in the new American game. For example:

> In the play of a single hand at Whist there are so many things to note and so many inferences to draw that few players ever become very proficient. Most people who play Whist seem to prefer to rest satisfied with an informal introduction, as it were, to the cards, and never get upon intimate terms with them. (Pp. 24, 25.)
>
> The correct management of trumps is by far the most difficult thing in Whist strategy, and few players ever become proficient in this regard. (P. 247.)
>
> Such conditions as these and hundreds of others enter into the matter of finesse in trumps and either modify it or render finessing out of the question. The varieties of finesse are infinite. (Pp. 259, 336.)
>
> You cannot lay down unvarying rules applicable to the finer points of Whist. There are thousands of fine points —the delicate touches—that the books may never reach—the really splendid things you must learn from practice with fine players. (P. 378.)

To what extent this most elaborate book may serve the purpose of teaching Whist may probably be better understood in America than in England. It would appear to bring

the mode of instruction back to something like the form adopted by Hoyle (see *ante*, pages 56 and following), whose teaching consisted almost entirely of similar specific directions for practical play.

It is a sign of the uncertainty and want of finality that still prevails in the Latter-Day Game, that although Mr. Hamilton's book is founded on the same system that is explained in the latest editions of "Cavendish," yet there are many points on which the two authorities do not agree, as may be seen by the review of the book in the *Field* of May 26, 1894. However, the book is very interesting, as showing not only the astonishing change which the new improvements have wrought in the game, but the remarkable earnestness with which they appear to be studied in the New World.

POPULARITY OF WHIST IN AMERICA.

We hardly, however, need this confirmation of the extraordinary hold that the game has taken among the higher educated classes in that country.

In 1892, an article in the "Whist" Journal contained the following passages:

> Those whose bent leads them to the more serious and careful consideration of things see in the game, with its

ever-changing possibilities, an opportunity for an almost unlimited exercise of the best faculties. Thus it is that in the smallest hamlet wherein the game has acquired a foothold its devotees will be found to consist of the representative citizens of the locality. The interest in the game is spreading on all sides, and the general press, during the winter season, chronicles daily the organization of some new Whist club, the giving of Whist entertainments, the details of matches and Whist doings in general. From all sides in this progressive age of a progressive country comes the undisputed evidence that the greatest of all card games shares in the general advance.

A later article, 1893, says:

It is a fact that immediately after the First Whist Congress Whist experienced a remarkable revival, which has spread from the Atlantic to the Pacific. It has almost entirely supplanted trivial games like Euchre, and has taken its place in the homes of the people, and is there to stay. Everywhere Whist is being played, and generally is being played fairly well. As a consequence of this wide-spread interest there has been an increased demand for anything and everything that will instruct in the proper methods of the game.[1]

The very existence of the Whist League is of itself proof of this, and its continual increase shows the permanence of the impression. In the First Congress it numbered 36 clubs, and in the Fourth this number had increased to 95, with a membership of upwards of 14,000 persons.

[1] "Whist" Journal, Vol. III., p. 61.

"Cavendish," who spent some months in 1893 at the Congress and among the Whist Clubs in various cities, has remarked that nothing surprised him more during his visit than the wide-spread popularity of the game of Whist, and the zeal with which its devotees studied its theory and practice. And not only were the numbers of players enormous and increasing, but the general proficiency in play was most remarkable. He has repeatedly declared that there is no sort of comparison to be made between the European and the American players—the latter possessing a general quality of excellence which is almost unknown here—or which, at any rate, it has been the habit to attribute only to exceptional persons like Deschapelles, appearing once in an age.

DIFFICULTIES AND DISPUTES.

But the American experience with the new Latter Day Whist has not been altogether smooth; for within the last year or two some difficulties have arisen of such a nature as considerably to disturb the course of Whist play in the States, and to excite much general attention.

These difficulties have had chiefly to do with what we have described as the peculiar

feature of the latter phase of improvement, namely, the extension of the means of communication between the partners. Attention had been strongly directed to the American leads and other new developments of signalling, as described in Chapter VIII.; and some players, finding the invention of signals so easy, and their use so advantageous to themselves, appear to have asked, "Why should the formation of them be monopolised by 'Cavendish,' or by Trist, or by anybody? Why cannot we make them ourselves for our own use? What need have we for anybody's leave to make them or to use them?" And no doubt this desire has been fostered by opinions, somewhat freely expressed by Whist authorities, that the extension and multiplication of such signals has been of advantage to the game, and has given impulse to its popularity.

At any rate, whatever may have been the motives, it is a fact that there has been, for some time past, a tendency manifested to increase the number of such signals, although the inventors and introducers of the new ones have not usually taken example by "Cavendish" and Trist, in either the study and consideration given to them, or the caution in propounding and using them. These writers took pride in showing that the original

American leads and other developments, although they involved slight elements of novelty, were still legitimately derived by analogy from processes of long standing (in the same manner as their prototype, the signal for trumps), and that they therefore had, to this extent, an antecedent justification.

But their followers appear soon to have thrown this kind of consideration overboard, and signals began to multiply guided by no sort of principle; so that any item of arbitrary information was proposed to be communicated to the partner by any equally arbitrary contrivance in the play, at the mere pleasure of the inventor. The evil went on increasing, and began to draw other and worse evils in its train, until at length it was formally brought under public notice.

In the journal "Whist," Vol. I., page 28, July, 1891, there appeared a letter headed, "A Question in Ethics," in which the writer stated that two gentlemen whom he met as opponents "had a system of play" on which he desired an opinion. They had "an understanding between themselves which they neither specially concealed nor specially mentioned," extending apparently to several new modes of signalling. These players "claimed that any agreement they might make, which might be expressed by play-

ing the cards openly above the table, was proper."

The Editor, in publishing this letter, invited the expression of opinion on the point in his journal, and the invitation led to a correspondence which has become notable in the history of modern Whist. Between July, 1891, and April, 1892, eleven communications appeared,[1] mostly from well-known players. The last one defended "the practice of private card-signals between partners"; and added, "Partners who practice such systems being upright gentlemen, of course think it right; and I doubt not that numberless others, who have never thought of the matter before, will, on due reflection, arrive at the same conclusion."

This letter appears to have stopped the discussion for some time. At the next Whist Congress, held in Chicago in June, 1893, no notice appears to have been publicly taken of the matter; but we may suppose it to have been privately thought and talked of, and, at any rate, the discussion was revived in the "Whist" journal. In the number for December, 1893 (Vol. III., p. 108), the President of the American Whist League, Mr. Eugene S. Elliott, published a letter inviting further expression of opinion, and explaining his own

[1] See "Whist," Vol. I., pages 28, 35, 36, 39, 76, 101, 102, 167.

view, which was, "that while every club should be privileged, in the League matches, to use such conventionalities as it deems proper, notice should be given to the other contestants when such convention is an innovation on established methods." The Editor of "Whist," Mr. Cassius M. Paine, wrote "A Counter View," but still inviting thorough discussion.

These renewed invitations brought thirty-seven more letters, from nearly all the leading Whist men of America, and from some English authorities.[1] About three-fourths of these unhesitatingly condemned the practice: some strongly deprecated it as unfair, while others merely disapproved of it as being useless and of no advantage. To show that the matter was really of practical importance, many letters testified to the actual existence and increase of the practice.[2] And comparing these revelations with others (see article in "Whist," Vol. II., p. 118, on "Whist Partnerships and Exclusiveness"), to the effect that a custom was getting into vogue of what were called "rigid partnerships," where "two men have the privilege

[1] See "Whist," Vol. III., pp. 108, 109, 132, 141, 156 to 158, 166 to 173, 185, 192, 201 to 203.

[2] See letters in "Whist," Vol. III., from Mr. Tormey, p. 133; Mr. Stevens, ibid.; Mr. Le Roy Smith, p. 134; Mr. Work, p. 135; Mr. Gurley, p. 138; Mr. Richards, p. 140.

of playing all the time with each other," and "can adopt any system of play they want to," the matter became more serious.

Among the American objectors to the new proposal were Mr. Elliott, the President; Mr. Schwarz, the Secretary, and many of the Executive Committee of the American Whist League; Mr. Hamilton, Mr. Fisher Ames, and Mr. Coffin, authors of the Whist books already mentioned; and Mr. Foster, the Whist Teacher. Among the Englishmen on the same side were "Cavendish," Mr. Matthias Boyce ("Mogul"), and Dr. J. J. P. Hewby ("Pembridge"). "Cavendish" called to mind his own practice when he was introducing the "penultimate" lead. He had said in his description:

> My partner and I refrained from leading from intermediate sequences, as we considered that mode of leading would amount to a private signal and would not be fair to opponents not acquainted with it. . . . As others dropped in we were obliged in honour to explain the method we were adopting, leaving them to play it or not, as they pleased. This was, of course, to avoid a charge of unfairness owing to a private system of leading.

Among the supporters of the secret signals were some good and well-known names; and in justice to them it is worth while to extract a few passages showing the argu-

ments by which their proposition was supported.

Mr. Fenollosa, its principal advocate (Vol. I., p. 167), after explaining that a player may play any card he pleases, so long as he conforms to the elementary construction of the game, continues,

But, say the objectors, the card must not carry with it any secret meaning of which the adversaries are ignorant. *Why* may it not? On what ground my adversaries can claim the right to know the meaning of each card that I play, I cannot conceive! As well expect a chess-player to say to his antagonist, "My dear Sir, will you kindly tell me your reasons for making your last move, so that I may know how to act?" Do not my partner and myself at a hand of whist constitute a unit, a single opposing force directed against the adverse unit with the intention of trying to outwit it by every legitimate means, that is, by any means furnished solely by the cards as they lawfully fall? And have we not the same right to arrange our plans of attack before the game that the chess-player has to patiently study an opening in private, hoping that he may discover moves which his opponent will not successfully parry at the board?

[If our opponents do this] they are not indulging in secret acts hidden from us; the acts and the circumstances are patent to all at the end of the hand. It is only the motives that have been kept secret. It is this entire absence of secret or unlawful *deed* that marks the difference between these "unfair collusions" and the loading of dice, to which one of your correspondents compared them.

If "a code for informatory play" is the only method of uprooting the evil, it will have to be accepted as a

necessary one, for Whist players as a body will never consent to the degradation of such abject servitude. And if they did, they would be sounding the death-knell of the art: for the impossibility of its further development would quickly destroy that keen interest in it which is at present manifested by its votaries.

In a later article (Vol. III., pp. 137–8) he said:

The indignation so freely expressed by many against private conventions is based on a most absurd fallacy, namely, that a player has any claim whatever on his adversary's play, so far as getting information from it is concerned.

. . . If I have a lead that I think will secure tricks and know will inform my partner, why am I not to make it?

And in another letter, pp. 190, 191, he said:

If we *could* inform our partner and at the same time deceive our adversaries, would we not consider Whist to have reached the ideal stage of development? This disposes of the objection on the score of secrecy. Nobody will claim that the previous preparation away from the Whist table is the bugbear, since the studying of any Whist maxim in the books would be open to the same objection. And if neither in the secrecy nor in the forehandedness, wherein *does* the wrong lie? . . . The common-sense view of the matter is that my card may legitimately convey to my partner any information that his knowledge of my methods admits of, provided that the information could as well be imparted if my card were laid upon the table by one of Clay's "Machines."

Mr. Work, p. 136, said:

A team that uses such private conventions (provided, of course, that they are useful ones, and cleverly devised) has an immense advantage over a team of equal strength that merely plays the game of Whist as it is written in the books. . . . If a man, or a combination of men, have the ability to devise a new system of leads or plays which increases their trick-taking ability, why should they not be allowed to benefit by the inventive powers of their brains, without being compelled either to disclose their invention to the whole world or else abandon it? In no similar game, nor in fact in any of the more earnest pursuits of life, is this doctrine followed. [Examples of football, cricket, patent rights, etc., are given.] . . . I believe, therefore, that it would be wise for the American Whist League to officially declare that all private conventions (that consist, of course, merely of plays and combinations) shall be considered legitimate. I believe this, because to pursue the opposite course with practical benefit at present, seems impossible, and, even if possible, to be contrary to the best interests of the game.

In the May number of 1894, as the meeting of the Whist Congress was coming on, Mr. Elliott and the Editor intimated the closure of the discussion, and the latter deprecated any legislation on the matter. He said:

I think we must keep natural rights in mind and so avoid encroachments on personal liberty. . . . I believe that those who indulge in private conventionalities wear fools' caps; but I also believe that their eman-

cipation should be voluntary and not coercive. They can be brought into the fold much quicker by experiment and persuasion than they can be by persecution.

This and other circumstances led to some expectation that the subject would be taken up and dealt formally with by the Whist League, which was soon about to meet at Philadelphia. The Congress took place, but there is no record that the subject was mentioned officially. It must have been in the minds of many influential members, and it is probable that if any measure had been proposed there would have been a large preponderance of opinion against the secret system. But the League had, no doubt, good grounds for their inaction, and it was believed that, after such a thorough public discussion, the wide discountenance given to the new proposal would check its practice.[1]

But this remarkable outburst of zeal for the further Evolution of Whist ought not to be allowed to pass without some observations, particularly as it was supported by a very respectable minority of American players. And it may be well to consider the pro-

[1] The publicity of this discussion, and the attention it commanded, were entirely due to the "Whist" journal, and formed an excellent example of the utility of such a periodical.

posal, first as regards its ethical features, and afterwards as affecting the working character of the game generally.

The ethical matter is not difficult to deal with if properly approached. It should be recollected that the choice of ethical rules must be always a voluntary matter among those playing a game, and that any coterie of players are free to sanction and adopt, in their own circle, any rules they like. The difficulty here seems to be that the advocates wished to thrust the proposed secret signalling into the ordinary Whist circles as something consistent with the ethical ideas at present prevailing in them. These ideas have never been strictly formulated, but it is not difficult to gather them from history. They have been subject to Evolution, like Whist itself.

The essential difficulty to be met in the game of Whist always has been, and is still, the fact of all the cards except the player's own (and the turn-up when he is not the dealer) being concealed from him. There are two games called *dummy* and *double-dummy*, where some or all of them are exposed, but these are not Whist, in the sense we are considering it here.

In the Primitive Game this difficulty was simply ignored. The player considered his

own hand alone, and did the best he could with it.

In the following era, however, the ideas were changed. Hoyle soon saw the influence that the concealed cards had on the art of trick-making; he taught the policy of considering them, though they could not be seen; and he showed the possibility of inferring, to some extent, what any hand contained, by the cards which fell from that hand in the course of play. This was the great lesson of attention to the "fall of the cards" which we have described as being one of the most salient features of his instruction.

Matthews made a step further by insisting on the special importance and advantage of the two partners endeavouring to facilitate the legitimate intercommunication of knowledge as to their hands. But it is quite clear that there was a stringent ethical view prevailing as to the nature of this intercommunication. It is on record that before Hoyle's active intervention, it had been discovered that if a player knew, even to a small extent, what cards his partner held, he could make useful application of his knowledge; persons were not wanting who invented secret and surreptitious modes of communication between the two, and these became practised

to such an extent as to bring the game into well-merited disrepute. It was one of the most earnest objects of Hoyle to correct these abuses, and we may take it as an established ethical principle at that time (supported indeed by the Moral Philosophy of Paley) that no player should get any information, as to the concealed hands, beyond what the whole table could get by legitimate inference from the "fall of the cards."

It was only in the Philosophical Game that the communications between the partners assumed their full importance, and were properly provided for; and it is desirable here to refer briefly to our former description of how this was done. The general system of play having been settled, by practice and experiment, rules were carefully drawn up, having for their chief object the promotion of trick-making and successful play generally; and for the sake of the information element, directions were further devised for the careful, uniform, and consistent play of small or indifferent cards, to which no immediate trick-making motive applied.

But in order that these carefully devised rules should properly facilitate the communication of information, it was of course necessary that both partners should know them and use them, and this led to a *mutual under-*

standing between good players that the rules should be generally followed; in pursuance of which understanding any player could rely that certain inferences might be drawn from his partner's play. Thus, for example, it was a mutual understanding that the player's first plain-suit lead should be his best one; that he should play, when not leading, the lowest of a sequence; that he should return the higher of two cards remaining; and so on.

Thus, although the rule was the basis and guide of the communication, yet the mutual understanding was the necessary means of its conveyance; and it will be evident that neither in the rules, nor in the mutual understanding to use them, was there anything to contravene, in the slightest degree, the ethical stipulation above referred to.

Then came another step in the Evolution, which took place during the development of the Philosophical Game. It appeared to the club players that it might be useful to *widen* a little the scope of the mutual understanding, to make it include a conventional extension, to new circumstances, of a previous natural mode of play. Cases had frequently occurred where the unnecessary playing of a high card before a lower one naturally intimated a desire on the part of the player to

get trumps led ; and this gave rise to a proposition that a similar mode of play *in any case* should, according to the mutual understanding, be interpreted in the same way. This widening of the mutual understanding was at first objected to, but was ultimately approved and adopted—and thus there became established a novel form of communication, which was characterized as a "Signal ;" the artifice in question being first called jocosely the "Blue Peter," and afterwards, more soberly, the "Signal for Trumps." The principle applied in this change formed a *germ* from which have sprung almost all the developments in the Latter-Day Whist.

This step in the Evolution involved a slight ethical relaxation, as it enabled the player to give some kinds of information which he could not legally give before; and this was, no doubt, the cause of the objections made to it. But, after full discussion and long experience, the change was approved and admitted, as a legitimate condition of the game.

It has, however, had the effect of stimulating the proposal of a further step in advance. It would seem to be the idea of many players that the "mutual understanding" should be widened still more, so as to sanction the communication of *any arbitrary*

knowledge whatever, by any arbitrary signal (which can be contrived in the play of cards), without reference to any principle or analogy of any kind. This idea has been defended by Clay's remark (p. 110), "It is fair to give to your partner any intimation which could be given if the cards were placed on the table each exactly in the same manner as the others by a machine." But the context clearly shows that these intimations were intended to be only inferences from acknowledged rules, and not mere arbitrary items of information dictated at the will of the player.

It is difficult to say to what extent this last-named kind of signalling is in use, or how far it may have received the sanction of Whist players; but there appears no justification for assuming that such an ethical latitude has yet received general approval.

Now we have here three fairly well defined stages of the application of the "mutual understanding" to the communication of information between the partners.

The first is absolutely simple, nothing being done beyond agreeing to give attention to certain rules of normal play, designed either directly to promote trick-making, or to ensure regularity and uniformity.

The second stage involves what is called, "signalling;" it implies that something

special and abnormal is to be communicated to the partner; but this is of a nature arising analogically out of normal play, and is communicated by corresponding modes, publicly known and agreed to.

The third, or doubtful stage, is an extension of the second to devices of an entirely arbitrary character.

But there is now this most important fact to be observed, that throughout all these phases of the Evolution, even in the last named, the mutual understanding has been general with all the players. We fail entirely to find any case, till now, where it has been even proposed to limit it to a *secret* understanding between two partners only, of which the other two players are ignorant and have no means of acquiring knowledge. Such an arrangement must be considered as an entire contravention or infraction of Paley's fundamental ethical principle, that neither party should have a surreptitious advantage over the other; and it therefore can only be properly used in a club or circle which has specially admitted such a relaxation of the ethical standard.

The supporters of the proposition for secret signalling lay great stress on their intimations being communicated by the order of play of the cards, which they say is visible

to everybody; but as the ethical irregularity really lies in the use of a communication between A and B which is purposely concealed from X and Y, the manner in which this is given cannot affect its essential character.

The arguments urged in favour of the secret signalling merely amount to an assertion that, so long as the partners adhere to the elementary structure, they have a right to take any measures they please to try to win. But the advocates forget that an essential and fundamental feature of the game has always been the difficulty caused by the concealment of the cards. The means of overcoming this difficulty have consisted in skilful inferences from what is seen; and though, in the most modern developments this has been aided by the signal system, such aid has been only given by public knowledge and approval. To introduce, therefore, new and secret aids, becomes a further change in the fundamental conditions of Whist, for which, as in the earlier forms of signalling, the consent of all the players should be obtained.

But assuming the proposed secrecy to be abandoned, it is worth while to consider how the character of the game would be likely to be affected by a large and indefinite multiplication of signals. A perusal of the corre-

spondence in the "Whist Journal" shows a very general opinion that this would be an advantage to the progress of the game, and that consequently the unlimited invention of them should be encouraged, provided that they are made known. But here comes the difficulty; if they are to be created wholesale and indiscriminately, *how* are they to be made known? how are the great mass of players to be instructed about them? And would not this difficulty probably lead, in time, to a *selection* of such as were found to be most generally conducive to the interests of the game; and to some authoritative exclusive recommendation of them?

It would seem desirable that, now that "Signalling" at Whist has become so common, some greater attention should be paid to the different kinds of signal that may be used; and that some distinction should be drawn between them. It is odd how few of the writers who took part in the discussion appeared to notice this point. The Americans, taking hold of the fact of the "mutual understanding" necessary to communicate information between the partners, include under the name of "Conventionalities"[1] all sorts of information, making no distinction between an inference drawn from the normal

[1] See Definition in Hamilton's Book.

play of a card for ordinary general expediency, and an arbitrary interpretation of it, which only acquires meaning by special compact between the partners. They forget that while the former is as old as Hoyle, and is an essential element of Whist play, the latter is of quite recent introduction; and that while the former is a fixed thing, of limited logical necessity, the latter has a tendency, under Whist enthusiasm, to extend its range and to encroach in its character, to any degree.

It is to this tendency that the whole of the present difficulty is due; and it confirms the ideal remedy of some check being given to the indefinite multiplication of arbitrary signals.

It is curious to contrast the present strong opinion in favour of the multiplication of signals with that quoted in page 128 as given at the time of the first introduction of the signal for trumps. We are there told that the inventor often said that "he bitterly regretted his ingenuity, which had deprived him of one-half of the advantage which he derived from his superior play." Here are two opinions diametrically opposed. Do these signals encourage or discourage fine play?

The question is worth study. Suppose some of the best players in America (and

"Cavendish" says they are the best in the world) were to try for a month the experiment of playing Whist as it was played before the Trump signal was introduced, taking care not to allow any communication from one partner to the other, except by the strictest and most natural interpretation of the normal fall of the cards. Would they find any diminished opportunity for the exercise of their skill?

If such a *cacoëthes* for signalling as now prevails should continue to spread, its logical outcome would be for each player to hand over his cards for his partner to look at before the play begins. This would be quite admissible if agreed to by all parties, but it would be a new game, and certainly no improvement on the one we are accustomed to.

SUMMARY AND CONCLUSION

SUMMARY AND CONCLUSION

LET us now, in conclusion, sum up what we have been considering in regard to the Evolution of Whist, and endeavour to make some practical suggestions in regard thereto.

We have found that the game arose from small beginnings, some three centuries ago, and has gradually developed into a structure of great intellectual interest. The process of Evolution has been very gradual, brought about by the influence of earnest and powerful minds; but as commonly happens, it has at different epochs taken definite forms, which were, for the time being, of some duration, and have to a certain extent remained still in existence.

We have noticed four steps or stages marking the progress, and producing four varieties of game, all really Whist, but Whist in different degrees of development. And the great aim of our work in this investigation has been to consider the nature of these, and to show that they are each of sufficiently definite structure to justify their separate existence.

The later forms have, indeed, grown out of the earlier ones, but have not necessarily extinguished or abolished them. The admirers of any late step are perfectly justified in showing its superiority to the one before it, but there is room enough in the world for both to continue to exist side by side.

We, therefore, admit of the possibility, and indeed of the expediency, of all these forms remaining in existence and in use by the players who prefer them.

They often run into each other, as do genera and species in the animal and vegetable world, and accordingly there are players who will mix two of the varieties. For instance, a player of the Primitive Game may have acquired some of Hoyle's maxims; or a Hoyle player will have learned some of the Philosophical principles; or a Philosophical Game player may adopt some of the latter-day improvements. These are natural variations, rather proving the rule than forming exceptions.

We notice, as the first stage, the simple structure which we have called the *Primitive Game;* the earliest practical expression of the elementary form.

This is as wide apart from the latter-day structure as are the poles asunder; but still it

is really a form of Whist, and there are multitudes of persons at the present moment who practise it and enjoy it. And why should they not? We may tell them that more intellectual forms may be found; but if they lack either the capacity or inclination to learn them, it is their affair and not ours.

The persons who play this kind of game have been induced to adopt it probably by association with some of their friends, and as requiring the minimum of exertion to learn; they being in fact frightened by hearing of the difficulties and complications of the higher forms. And no doubt these inducements will continue to operate; so that, notwithstanding all the improvements that have been made and may continue to be made, this form of game will continue in existence, and may find many amiable votaries in domestic life.

But, of course, in addressing students who are really desirous to take up Whist as an intellectual exercise, we cannot recommend them to begin with this form of game, simply because we can direct them to much better and more satisfactory objects for their study.

Then we make a great step to the *Game of Hoyle*, and there are also multitudes of per-

sons who practise this, and find it give good scope for their intellectual powers. We might say to them, "Look at the more advanced step, the Philosophical Game; you will find that it contains all that is good in the Hoyle Game, but that instead of depending so much on the volition of the player, it is reduced to a system, so as to make its principles understood and practised by a larger circle." But the Hoyle player will probably answer, "It may be so, but I do not like or want your improvement. I decline to submit my play to the tyranny of systematic rules and principles, or to the fancies of my partner. I prefer the freedom of acting as my own judgment may direct me; I do not approve your combined action, I can take care of myself; I shall play what I think proper, and my partner may do the same. Take your philosophy to the women and the tyros for whom you wrote it, and do not bring it to me."

A player of this school glories in never having looked into a book, and despises book knowledge; he objects to system altogether, arguing that the play should be dictated by personal judgment alone. He will often lead from short suits—or will lead trumps when weak; or abstain from leading them when strong; or will refuse to return his partner's

lead in them; or in fact, will do anything that he thinks may best suit his own hand.

These persons, though they do not adopt the most approved system, are not to be considered bad players. They often show careful attention, practice, and natural ability; they are very observant, recollect and calculate well, draw shrewd inferences as to how the cards lie, and generally are adepts in all the *accidental* features of good play. They take pride in their own skill, which they object to make subservient to the will of a partner inferior to themselves.

The proper thing to say of a player of this school is that he does not play the same game as that of "Cavendish" and Clay; he plays the earlier one of Hoyle. And why should he not, if that suits his character and tastes better than the newer one?

Many persons who are attached to this form of game refuse to acknowledge the value of any subsequent changes, holding the opinion that personal skill will give every further advantage possible. Indeed it is not unusual to find Whist writers of the present day, having good claims to consideration, who advocate and recommend what would be essentially a return to the Hoyle game.

But, although this game may captivate the attention of certain classes of people,

and so remain in flourishing estate, if any one wishes to learn Whist *ab initio*, we cannot now recommend him to begin by studying Hoyle or Payne or Matthews; not from any objection to these admirable works, but simply because the march of Evolution has put within his reach educational methods of an easier character.

At the next grade, the *Philosophical Game*, we arrive at the culminating point of the development, so far as the general structure is concerned. It embodies the highest idea of the game; and though it has been followed by another evolutionary stage, the latter refers rather to improvements in detail than to changes of general structure.

And it is to the Philosophical form of game that the attention of students must be earliest and most earnestly directed, for two reasons —first, because it is the most teachable form, depending so much on easily acquired principles; and, secondly, because all matters of detail, whether in the preceding or succeeding forms, can be better acquired and appreciated after the fundamental principles have become familiar.

At this point, therefore, we may offer a few words of advice to those who are anxious to learn Whist, beginning on this basis.

First, then, we may say to the student, you must be convinced that you have something to study, and that practice alone, in your untaught state, will never make you a first-rate player. The great feature of the Philosophical Game is that it is founded on sound logical general principles, with which, as a matter of theory, you must make yourself well acquainted. You will study the general nature of the combined system, and learn how this is made to bear on all the course of play; and if you approach the subject with a docile disposition, you will be surprised to find how easy this knowledge is to acquire. The supposed difficulties only arise from its clashing with preconceived notions. Some few explanations embody its main features, and when their spirit is once impressed on the mind, the great portion of the preliminary learning is done.

When you have become thoroughly familiar with the nature of the system on which the game is founded, you will be in a position to learn how it is carried out in practice, and this at first may be well accomplished by studying model hands and examples, of which you will find plenty in "Cavendish's" several books; in the "Self-Playing Hands," published by Mr. Foster; in the "Whist" Journal, and elsewhere. These will bring you in

contact with the *accidents* of play, and with the peculiarities of different situations. Sound practical works such as Drayson's "Practical Whist" will help you, and you may look back with advantage at the instructions of the older authorities, Hoyle and Matthews. In this way you will find the field opening for your personal practice, which you can then intelligently follow.

This course of education will give you a command of the right principles to adhere to. It will teach you generally how your own hand should be played so as to gain the best advantage from it; how you may give the best assistance to your partner in the process of playing his hand; how to weaken and obstruct your adversaries; and how best to meet their hostile manifestations. And when you have become thoroughly acquainted with all this you will be what is called a *sound* player. Good players will know they can depend upon your intimations, and will therefore esteem you as a good and eligible partner; and you may accordingly mix with confidence in good Whist circles.

But this is not all that is to be desired; there is something of importance beyond. It is not enough to have a sound knowledge of the system, and of its general application,

but you must be prepared to encounter all the continually varying events that turn up in play, and to meet them in the most advantageous way. And here come into requisition your own personal and individual mental powers; your acuteness of observation; your readiness in drawing logical inferences; your power of memory; your promptness in decision of action; and your soundness in judgment. All this is comprised in what is known as *personal skill;* the large possession of which (always in addition to soundness in the knowledge of system) will constitute a *fine* player—a true master in Whist.

Let us look at these requisites a little. First, *Observation.* You must, if you are to be perfect in this, observe, in the first place, the cards your partner plays, and next those that the opponents play. The secret of this is, *absolutely perfect attention.* "Cavendish," in his talks with the Americans explaining his mode of play, laid the greatest stress on this. He said: "If my partner's first lead to me is the five of spades, my attention is so strongly rivetted to that fact, that if anybody were to tell me the house was on fire it would not drive the five of spades out of my mind." And so, the attention must be fixed, more or less strongly, on every card your partner plays, and on every card the adversaries

play. It is true that all those cards are not of equal import, but they ought all to be *observed*, that you may judge what they imply. It is clear that in order to accomplish this, even in a moderate degree, your mind must be free, and fixed only on your game; if your thoughts are worried or occupied by outside subjects, this element of skill is quite unattainable.

Then as to the *inferences*, it is supposed you are, by your knowledge of system, capable of drawing these; but in practice it must be done promptly; indeed, the advice is, "draw your inferences *at the time* the card is played," and let your mind be impressed, not only with the card played, but with what it implies.

The next requisite is *memory*. This is the bugbear of beginners. In the Primitive Game, if a player holds a King, his chief effort is to remember the fall of the Ace when it occurs; and so he thinks that a more complicated game must consist in a multiplication of such efforts of memory. But it has often been pointed out that if any fact in play has been duly *observed*, the memory can hardly fail to record it; so that what is thought to be want of memory is really only want of due observation. In the early forms of game there were only a few facts to be no-

ticed; in the modern game, properly speaking, every card played ought to be observed and remembered. But since this is an almost superhuman effort, the plan is recommended that you confine at first your special attention to some of the most important things, such as the trump suit, the high cards of your own chief suit, your partner's suit, his discards, and so on, gradually increasing the range of observation as your experience increases. And you will find that the problem before you really consists, not in remembering certain isolated facts, as the beginners suppose, but in the power of marshalling a number of different inferences together, conveniently for reference, and ready for use at the instant when they are required.

We now come to the two last features of skill: viz., *promptness of decision* and *soundness of judgment*, and these are qualities of quite a different character; for a player may have in his mind a store of inferences from what is past, but on a sudden call to play, toward the end of a hand, he may find himself in a difficulty. The time is past for the application of rules, which generally only apply to the early part of a hand; he must now be guided only by what the "fall of the cards" has revealed; and he not only has to judge what is best to be done, but has

to do it instantly, as he cannot keep the table waiting while he considers. Truly, this is a high demand on a man's ability; and it is a thing which cannot be taught. All that can be recommended to the student is that (in addition to frequent practice with the best players he can find) he should make himself familiar with good published hands, and so provide himself with a store of examples ready for application when required.

In all these points your progress will be gradual, and you must not be discouraged by finding that you often make mistakes. And it is useful to observe that there are several kinds of errors which (though scolding partners never bear this in mind) differ much in their importance.

You may commit infractions of the book rules, such as by leading wrongly, playing false cards, not returning trumps, forcing your partner improperly, and so on. These are errors of *form*, which are culpable and ought to be reproved.

Or you may play badly and wrongly in many ways from neglecting to take advantage of the fall of the cards. These are errors of *observation* or *memory*, which should be viewed more leniently.

Or, having duly observed, you may play disadvantageously by some error of *judg-*

ment, which is still more excusable. Even good players are liable to such errors, and it has been said of Whist players, as Napoleon said of his generals, "Those are the best who make the fewest blunders." Clay sometimes declared that he won more by his adversaries' mistakes than by his own skill.[1]

Now looking over these elements of personal skill, and considering the immense amount of intellectual action they imply, we cannot but admit the applicability to our present circumstances of the sage remark made by Matthews nearly a century ago; that though "attentive study and practice will, in some degree, ensure success, yet genius must be added before the whole finesse of the game can be acquired," *i.e.*, before the master strokes of skill can be added that constitute a *fine* player. Even in this age, when so many well-cultivated minds are engaged, very few such players are found. We may truly apply the adage of Horace:

Non cuivis homini contingit adire Corinthum.

It is not given to every man to attain to first-rate distinction.

The powers required are not at every man's command; they require special natural

[1] See Philosophy of Whist, pp. 84, 85.

mental gifts, without which no amount of teaching, or study, or practice, will produce them.

But after all there is the great consolation that these high mental requirements only apply to the Whist element of personal skill in its higher grades. The other and the more important element, *i.e.*, the knowledge of system, has no such limitations. Any person of ordinary intelligence may, by study and practice, master this branch of the subject, and become a *sound* player. And, no doubt, with the same modicum of mental power, he may also advance a certain degree in the more difficult paths; so that although he may not take the first rank, he may still earn the character of quite a good Whist player, and an especially desirable partner.

We now come, finally, to the latest phase of Whist Evolution, *The Latter-day Improvements*, consisting substantially of the Philosophical Game, but with the addition of many complex additions of minute detail. We have shown, as due to our American cousins, with what energy and enthusiasm the latter-day Whist has been taken up in their country, and we have only here to make some remarks on its position on this side of the Atlantic.

There can be no doubt that the gradual progress of this phase of the Evolution has been viewed with much interest, and with some favour, in this country, as is proved by the wide acceptance of many of the earlier changes. The lead of the penultimate from five, for example, soon took root, and has now become very general. The extension to the more complete American Leads, is also now tolerably well known. The echo of the trump call too, and the systems of unblocking, are often played. These things seem to show a leaning, among English Whist players, towards more extended communications which, when they become better known and more fully acknowledged, may probably be admitted into English Whist in good circles.

Although, however, we know that many good players have studied and approved the new forms generally, it cannot yet be said that they have become so popular as to imply the full reception of the whole system. "Cavendish," in his reported conversations while in America, has attributed this chiefly to the national British conservative feeling, and probably this may have some retarding influence. But there are other elements which should not be lost sight of.

In the first place, the slow progress of the Latter-day Improvements in this country

may be due partly to the difficulty of their acquirement. When the Trump signal was introduced, the great players complained that it made Whist too easy. But this cannot be said of its *sequelæ*. "Cavendish" himself said ("Whist Developments," p. 2):

> No doubt moderate players may lack the quick perception which would enable them to take advantage of the American rules [and *à fortiori* of the many since added] . . . Whether the student will ever be able to profit by the application of such rules must depend on his aptitude for the game.

And a glance at the newest description of the latter-day Whist, namely, Mr. Hamilton's book (see *ante*, pp. 170 to 173), in which the details are extended far beyond "Cavendish's" limits, must still further tend to discourage its study, except by those who bring to it the American zeal and enthusiasm.

And there is another consideration peculiar to England, namely, that here Whist is always played for money; for the zeal which has led the Americans, in their great Whist festivals, to abolish stakes and to play for the mere love of the game, has not yet spread to this side of the ocean. Heretofore, with Hoyle's or the Philosophical Game, the difference between the results of mediocre and of accomplished skill (tempered as it has been

by the large preponderance of luck at Short Whist with full honours), has been so moderate that the players would not hesitate to risk it for the excitement of the chance events. But with the new game, the preponderance of skill, under the new facilities of communication, might become so largely augmented as considerably to modify this aspect of the play.

Then the example of the American experience has not been altogether encouraging. The remarkable proceedings which have lately attracted attention, involving proposals to introduce serious changes in the ethical conditions of the game of Whist, have not been lost on careful observers here; and in the face of the differences of opinion revealed thereby, the new developments can hardly be expected to make so much way here as the merits of their invention would deserve.

In the meantime, however, it is probable that as the really meritorious improvements become more known, they will be gradually taken advantage of by those who care to learn them. And even now, there can be no reason why players, who are sufficiently enthusiastic about Whist improvements, might not form small coteries of their own where the new system might be tried after the American model, without interfering with the

existing club practices and rules. This would give the opportunity of thoroughly testing the system, and at the same time of endeavouring to apply to it any safeguards which it might be found to require.

APPENDICES

APPENDIX A

SOME MODEL WHIST HANDS OF EARLY DATE*

(Arranged by "Cavendish" and inserted by his permission.)

At the time the author of this work wrote, in 1861, suggesting the use of Model Games or portions of Games, for instruction in Whist, he was not aware of any previous examples of them. But later investigations (chiefly due to the inquiries of "Cavendish") have revealed some early specimens which are very interesting, both on historical and technical grounds.

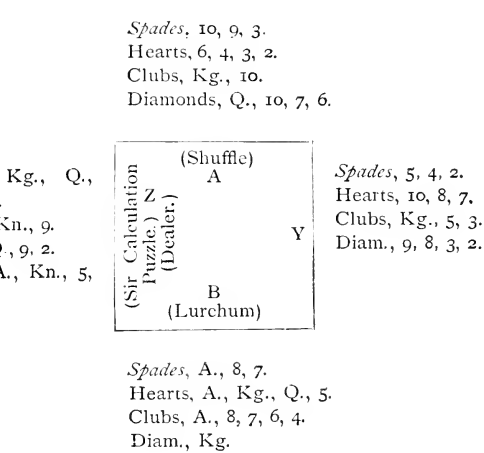
Example No. 1.

The first one comes essentially from Hoyle himself. It is given in the extract from the "Humours of Whist," quoted in Chapter III., page 40, and published the very year of the

*See remark in Chap. V., page 77.

date of Hoyle's first book, 1743. It is an example of the latter portion of a hand, in which the game is won by a brilliant *coup*, in all probability devised and taught by him. It comprises the last six tricks only, but "Cavendish" has ingeniously added the earlier portion, and the whole is described, with annotations, in an elegant little work called "Musical Whist with Living Cards" (De la Rue, 1891).

The complete deal is as follows:



Spades trumps. The 6 turned up.

Score, 9-all (equivalent to 4-all at Short Whist or 6-all when the game is played seven up, as at the American League Clubs).

The Play.

The asterisk marks the winner of the trick.

Trick 1.

A.....6 of D.
Y.....2 "
B.....Kg. "
*Z.....A. "

Trick 2.

Z.....Kg. of Sp.
A.....3 "
Y.....2 "
*B.....A "

Trick 3.

*B.....Kg. of H.
Z.....9 "
A.....2 "
Y.....7 "

Trick 4.

*B.....Q. of H.
Z.....Kn. "
A.....3 "
Y.....8 "

Trick 5.

B.....A. of H.
*Z.....6 of Sp.
A.....4 of H.
Y.....10 "

NOTE.—When you are not strong enough to lead a trump, you are weak enough to force the adversary. *Clay*, "Short Whist." A valuable maxim.

Trick 6.

*Z.....Kg. of Sp.
A.....9 "
Y.....4 "
B.....7 "

Trick 7.

*Z.....Kg. of Sp.
A.....10 "
Y.....5 "
B.....8 "

(Now begins the part described in the "Humours of Whist.")

Trick 8.

Z.....2 of Cl.
A.....10 "
*Y.....Kg. "
B.....4 "

NOTE.—Lurchum's play is very good. He allows Y to win with the Kg. of Clubs that his partner may be led up to.

Trick 9.

Y.....5 of Cl.
B.....6 "
*Z.....Q. "
A.....Kn."

Trick 10.

Z.....9 of Cl.
A.....7 of D.
Y.....3 of Cl.
*B.....A. "

NOTE.—Sir Calculation's play is very bad. At trick 9 he should finesse the 9 of Clubs. Not having done so, he should see that the Ace of Clubs is being held up against him, and at trick 10 should lead the 4 of Diamonds. If Sir Calculation finesses the Club at trick 9, then comes Shuffle's turn to play a good *coup*. Having won with the Knave of Clubs at trick 9, he should lead the 6 of Hearts at trick 10 and next the 7 of Diamonds (not the Queen).

After this B takes the other three tricks with the two Clubs and the Heart, thus winning the odd trick and the game.

It will be noticed that in the extract where the hand is described there are some calculations of odds given, which look like burlesque; but "Cavendish" points out that they are really to be found in Hoyle, though not exactly as travestied.

Example No. 2.

Twelve years afterwards, but still in Hoyle's time, there was published, in a literary journal called *The Connoisseur*, for March 20, 1755, a description of a complete game; and though the cards are not given, enough is said to enable a skilful and experienced reader to discover how they must lie; and "Cavendish" has again successfully undertaken the task.

The article in which the description is found is written by Colman and Thornton, its subject being Hoyle's Whist generally: and it contains a burlesque proposal that as Hoyle was then giving up personal teaching, a school should be formed where young ladies of quality might be instructed in the arts and mysteries of Whist play. The writer says:

> The science of Whist is more complex then even algebra or the mathematics; the logarithms of Napier are not so hard to be understood as many of Hoyle's cases and propositions; as an instance of which take the following most obvious and easy one:

Then comes the following passage, the explanatory notes in brackets being added by "Cavendish," to aid the description. The game is at the usual "Long Whist," ten up.

A and B are partners against C and D. A and B have scored 3 and want to save their lurch [*i.e.*, want 2 tricks to score five, which would prevent C and D scoring a double game] C and D are at "short can-ye" [*i.e.* score of 8 which enables them to "call honours"] and consequently both sides play for two tricks.

C has the deal and turns up the Knave of Hearts. C "asks," his partner, who refuses [*i.e.*, C having two honours asks his partner if he has one? which would win the game without playing: but D has none]. B has the lead and runs his strong suit, Spades, two rounds, with Ace and King. A [has none and] discards his weakest suit, Diamonds. Then B forces his partner.

A leads a strong Club, which B refuses [having none]. A forces B, who, by leading Spades plays into A's hand, [*i.e.*, gives A the lead] who returns a Club and so they get to a saw between them.

After this A leads [a trump] through C's honours [which he knows C holds by the call] B finesses the 10, and plays a Spade, which A trumps.

Now B, by laying behind C's King and Knave of trumps [which B knows by the call are there], makes the tenace with Ace and Queen, and A having the long trump brings in his thirteenth Club.

Consequently A and B get a slam against their adversaries C and D, and score a single game towards the rubber.

"Cavendish" points out that there is some mistake in the last paragraph but one, but the general interpretation of the hand is quite clear, and he has furnished the following statement of it. It is a peculiar hand, for it is interesting to note that each player has

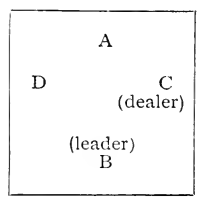
only three suits, and that to no trick do all the players follow suit.

It would rather seem from the wording of the article that the hand emanated from Hoyle himself, a nd this is quite possible, though not proved. It is at any rate ingeniously chosen, to show the skilful advantage taken of the position of the cards.

The deal, as settled by "Cavendish," is as follows:

Hearts, 9, 7, 6, 5, 4, 3.
Clubs, A., Kg., Q., 7, 4.
Diam., 4, 2.
Spades, None.

Hearts, None.
Clubs, Kn., 9, 6, 2.
Diam., A., Kg., Q., Kn., 10, 9, 8.
Spades, 3.



Hearts, Kg., Kn., 2.
Clubs, 10, 8, 5, 3.
Diam., None.
Spades, Q., Kn., 8, 7, 5, 4.

Hearts, A., Q., 10, 8.
Clubs, None.
Diam., 6, 5, 3.
Spades, A., Kg., 10, 9, 6, 2.

Hearts trumps—Knave turned up.

Score (Long Whist), A, B, 3—C, D, 8.

C (according to the Long Whist Rule) asks his partner, "Can you one?" B therefore knows that King and Knave are in C's hand.

The following is the play, annotated by "Cavendish":

Trick 1.

*B.....A. of Sp.
D.....3 "
A.....2 of D.
C.....4 of Sp.

Trick 2.

*B.....Kg. of Sp.
D .....7 of D.
A.....4 of D.
C.....5 of Sp.

NOTE.—D has no trump.

Trick 3.

B.....2 of Sp.
D.....8 of D.
*A.....3 of H.
C.....7 of Sp.

Trick 4.

*A .....A. of Cl.
C .....3 "
B .....3 of D.
D .....2 of Cl.

NOTE.—A should lead a trump. B should not return it, but force again.

Trick 5.

*A.....Kg. of Cl.
C.....5 "
B.....5 of D.
D.....6 of Cl.

Trick 6.

*A.....Q. of Cl.
C.....8 "
B.....6 of D.
D.....9 of Cl.

Trick 7.

A.....4 of Cl.
C.....10 "
*B.....8 of H.
D.....Kn. of Cl.

Trick 8.

B.....6 of Sp.
D.....9 of D.
*A.....4 of H.
C.....8 of Sp.

Trick 9.

A.....5 of H.
C.....2 "
*B.....10 "
D.....10 of D.

NOTE.—Probably the *coup* intended by the author; but it is obvious that B must play 10 of Hearts and not return the trump, as he can count all the hands.

Trick 10.

B.....Q. of Sp.
D.....Kn. of D.
*A.....6 of H.
C.....Kn. of Sp.

Trick 11.

*A.....7 of Cl.
C.....Q. of Sp.
B.....10 "
D .....Q. of D.

NOTE.—The author says A "brings in" his 13th Club. He wins with it if C refuses the force. If C trumps, B overtrumps and (Trick 12) leads 10 of Sp. with the same result.

Trick 12.

A .....Q. of H.
C .....Kg. "
*B .....A. "
D .....Kg. of D.

Trick 13.

B makes Q. of H.

Thus A B win 7 by cards and score a single.

EXAMPLE NO. 3.

A third model Whist hand was published in 1791, two years after Hoyle's death, in an

Epic poem, "Whist," by Alexander Thomson, mentioned in Chapter III. of this work, p. 47. This hand embodies a little story, as follows:

Pusillo, before demanding the hand of *Smilinda*, desires to ascertain whether she can keep her temper at cards. The opportunity presents itself at Whist, when *Smilinda* and he are partners against *Aunt Rebecca* and *Squire Booby*. In order to try his lady-love, *Pusillo* purposely omits to trump an opponent's winning card, thereby losing the game. The effect of this is explained hereafter.

The play of the cards, as it would be seen by a bystander, is given in verse, of which the following is a specimen:

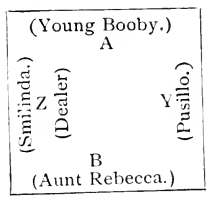
"The Squire leads clubs, and Aunt Rebecca's queen
Retires in triumph from the level green;
But when she tried the suit another round,
Fate was not then so favourable found;
For scarce had Booby's king displayed his face
'Ere seized and butchered by Pusillo's ace."

The cards in each hand have to be made out from such data, and "Cavendish" has done this, publishing the whole hand, with annotations, in the work "Musical Whist," already mentioned. His remarks show that the play was not of a high order.

The deal was as follows:

Diamonds, A., 10, 3, 2.
Spades, Q., 7, 3.
Hearts, 5, 3.
Clubs, Kg., 9, 8, 2.

Diamonds, Q., Kn., 9, 7.
Spades, Kg., 5, 2.
Hearts, Kn., 10, 4, 2.
Clubs, 6, 4.



Diamonds, Kn., 4, 3.
Spades, 8, 4.
Hearts, Kg., 9, 8, 6
Clubs, A., Kn., 10, 3.

Diamonds, 8, 5.
Spades, A., Kn., 10, 9, 6.
Hearts, A., Q., 7.
Clubs, Q., 7, 5.

Diamonds trumps—9 turned up.
Score (Long Whist), 9-all.

Trick 1.

A.....2 of Cl.
Y.....3 "
*B.....Q. "
Z.....4 "

Trick 2.

B.....7 of Cl.
Z.....6 "
A.....Kg. "
*Y.....A "

NOTE.—Aunt Rebecca's return of the Club, after winning with the Queen, is bad. She should have opened the Spade suit. But good play is not expected from her, as

she only sat down to "make the other pair," *i.e.*, to make up the rubber. Young Booby justifies his name; he should have passed the 7 of Clubs keeping the King guarded.

Trick 3.

*Y	Kn. of Cl.
B	5 "
Z	2 "
A	8 "

Trick 4.

*Y	10 of Cl.
B	5 of D.
Z	7 "
A	9 of Cl.

NOTE.—It is doubtful whether Pusillo should lead to force his partner here; but perhaps his play may be defended by the state of the score.

Trick 5.

Y	Kg. of H.
*B	A. "
Z	2 "
A	3 "

Trick 6.

*B	Q. of H.
Z	4 "
A	5 "
Y	6 "

NOTE.—Aunt Rebecca will not lead from her strong suit of Spades. She returns the opponents' suit. Her play is, of course, bad.

Trick 7.

B..... 7 of H.
Z.....10 "
*A..... 2 of D.
Y..... 8 of H.

Trick 8.

A.....3 of Sp.
Y.....4 "
*B.....A. "
Z.....5 "

Trick 9.

B.....6 of Sp.
*Z.....Kg. "
A.....7 "
Y.....8 "

Trick 10.

Z.....9 of D.
A.....3 "
*Y.....Kg. "
B.....8 "

NOTE.—Smilinda's best lead is probably Q. of D.

Trick 11.

Y .....6 of D.
B.....9 of Sp.
Z.....Kn. of D.
*A.....A. "

Trick 12.

A.....Q. of Sp.
Y..... 9 of H.
B.....10 of Sp.
*Z.....Q. of D.

NOTE.—Pusillo's play in not trumping the winning Spade is inexcusable. The poet explains it thus :

" And now a lady rais'd to full command,
The queen of spades, appear'd from Booby's hand.
With but two spades Pusillo's hand begun
And four of trumps might now the trick have won,
And had he so inclined, his chance was sure,
This trick to conquer and the game secure.
But thoughts of different hue his mind engross
His am'rous heart contemns the rubber's loss ;
With wilful error slips the trump to play,
And throws at one rash stroke their all away."

Of course, Pusillo's conduct in playing badly on purpose, cannot be defended; even if the stakes were " love " his scheme was contemptible.

Trick 13.

Z.....Kn. of H.
*A.....10 of D.
Y..... 4 "
B.....Kn. of Sp.

Y, Z lose the odd trick and the game.

The subsequent proceedings are best told in the following quotation:

"And when the falling cards the veil withdrew
Which hid the grossness of his fault from view,
The gentle creature could endure no more,
She started up, she stamp'd, she raged, she swore;
Proclaim'd her wrong and threw the cards away,
Nor longer in his presence deign'd to stay."

She repented, and wrote to him, beseeching him:

"For sweet pity's sake
No longer to resent her rude mistake."

But he was inexorable, replying:

"When cards and dice are banished from the land,
Pusillo then will ask Smilinda's hand."

The annotator adds:

"And suppose Pusillo had trumped the Queen of Spades and that Pusillo and Smilinda had married. What with Pusillo's meanness and Smilinda's temper, is it likely that the union would have turned out happily? Perhaps it was better as it was!"

APPENDIX B.

CONSTITUTION OF THE AMERICAN WHIST LEAGUE.

AS REVISED AND ADOPTED BY THE FOURTH AMERICAN WHIST CONGRESS, HELD AT PHILADELPHIA, MAY 22 TO 26, 1894.

(Reprinted, by permission, from the Official Proceedings.)

ARTICLE I.

NAME.

SECTION 1. This organization shall be known as the "AMERICAN WHIST LEAGUE."

ARTICLE II.

MEMBERSHIP.

SECTION 1. The following clubs shall constitute the charter membership of said League; viz.:

(Here follows a list of twenty-five clubs.)

SEC. 2. All members of said League must assent to this Constitution, and adopt as their

standard the Code of Laws promulgated by said League; provided, however, that League clubs may adopt any rule requiring or permitting methods of scoring or of forming the table different from those prescribed in said laws.

SEC. 3. Any organized Whist Club, or other club at which the play of Whist is a prominent feature, may, with the approval of the Executive Committee, hereinafter provided for, become a member of said League on complying with the provisions of the preceding section.

SEC. 4. Every club belonging to said League shall pay to the Treasurer, hereinafter provided for, an annual fee of Ten Dollars.

SEC. 5. Individual Whist players may be admitted as Associate Members by vote of the Executive Committee, hereinafter provided for;—each associate member shall pay to the Treasurer, hereinafter provided for, an annual fee of Two Dollars. Associate members shall have the rights of delegates at Annual Meetings so far only as to permit them to speak, make motions, serve on committees, participate in contests for individuals, and in all deliberations of said League.

SEC. 6. Individual Whist players, on nomation by the Executive Committee, may be

made Honorary Members of said League by the unanimous vote of any meeting of said League. Such members shall not be liable for any fee, nor shall they be eligible to office or privileged to vote at any meeting of said League unless they are members of a club belonging to said League.

SEC. 7. If the annual fee of any member or associate member remains unpaid for one year, subsequent to any meeting of said League, the Executive Committee, hereinafter provided for, shall have power to suspend such member, after having given thirty days' notice of their intention. Such member is subject to expulsion at the next meeting of said League by a two-thirds vote of the members present.

ARTICLE III.

GENERAL OFFICERS.

SECTION 1. The General Officers of the League shall consist of a President, a Vice-President, a Treasurer, a Recording Secretary, and a Corresponding Secretary.

SEC. 2. The General Officers shall be elected at the Annual Congresses hereinafter provided for, and shall hold office for one year, and until their successors are elected.

SEC. 3. Vacancies occurring in the list of General Officers during any interim between Congresses, may be filled by the Executive Committee until the next Annual Congress.

SEC. 4. The President shall preside at all meetings of the League and of the Executive Committee, and shall be *ex officio* a member of all committees. At the end of his term of office he shall become *ex officio* a member of the Executive Committee and shall remain a member thereof as long as he shall continue an active member of a club belonging to the League.

SEC. 5. The Vice-President shall perform the duties of the President in the absence of the President.

SEC. 6. The Treasurer shall have charge of all funds of the League, subject to the direction of the Executive Committee.

SEC. 7. The Recording Secretary shall keep full records of all meetings of the League and of the Executive Committee, and shall perform such other duties as the Executive Committee shall, from time to time, direct.

SEC. 8. The Corresponding Secretary shall have charge of all correspondence between the Executive Committee and members of the League; shall preserve copies of all official letters he writes, and all correspondence

he receives, and shall perform such other duties as the Executive Committee shall from time to time direct.

ARTICLE IV.

DIRECTORS.

SECTION 1. There shall be elected by the League as hereinafter set forth, a Board of Directors which shall not be less than twelve in number, which number may at any time be increased by any multiple of three.

SEC. 2. The Directors chosen at the Annual Congress of 1894, shall, at the first meeting of the Executive Committee after such election, be divided by lot into three classes; of whom the first class shall hold office until the election of Directors at the Annual Congress of 1895; the second class shall hold office until such election at the Annual Congress of 1896, and the third class shall hold office until such election at the Annual Congress of 1897.

SEC. 3. The Directors chosen at each Congress, subsequent to that of 1894, shall hold office until the election of Directors at the Congress of the third year, subsequent to their election, except in case of Directors elected to fill a vacancy, and also except as

hereinafter provided in case of an increase in the membership of the Board.

SEC. 4. In case a vacancy occurs in the Board of Directors, the Executive Committee may fill the same until the next Annual Congress, at which time a Director shall be chosen for the balance of the unexpired term, if any.

SEC. 5. In case the number of the Board of Directors shall be increased at any Annual Congress, the additional Directors shall be divided into three classes to serve for one, two, and three years, respectively, so that the three classes of Directors shall be maintained of equal numbers.

ARTICLE V.

EXECUTIVE COMMITTEE.

SECTION 1. The General Officers, the Board of Directors, and such Ex-Presidents as continue to be active members of clubs belonging to the League, shall together constitute an Executive Committee, or Board of Government.

SEC. 2. The Executive Committee shall have full control and management of the business of the League, and the title to all League property is hereby vested in them.

They shall be subject, however, at all times to the will of the League as expressed by a vote of any Congress or meeting of the League.

SEC. 3. Five members of the Executive Committee shall constitute a quorum for the transaction of business.

ARTICLE VI.

MEETINGS OF THE LEAGUE.

SECTION 1. There shall be held annually, at such time and place as the Executive Committee shall appoint, a meeting of the League, to be known as an AMERICAN WHIST CONGRESS.

SEC. 2. At all such Congresses, each club belonging to the League shall be entitled to send as many delegates as it desires; but each delegation shall be entitled to but one vote, which shall be cast by a majority of the delegation present at the time when the vote is taken. No club shall be entitled to send any person as a delegate who is not a member of such club, and no person shall represent more than one club.

SEC. 3. At any Congress or other meeting of the League a vote shall be taken by clubs at the request of the delegations representing any three clubs.

ARTICLE VII.

AMENDMENTS.

SECTION 1. Propositions to amend the code of Laws or to amend this Constitution, may be made in writing at any meeting of the League, but it shall require a vote of three-fourths of the number present to adopt such amendment.

SEC. 2. Amendments to the code of laws shall go into effect sixty days after the adjournment of the meeting of the League at which they are adopted.

OFFICERS OF THE AMERICAN WHIST LEAGUE, 1894-95.

PRESIDENT.

JOHN M. WALTON,

4205 Chester Avenue, Philadelphia, Pa.

VICE-PRESIDENT.

THEODORE SCHWARZ,

6 and 8 Sherman Street, Chicago, Ill.

TREASURER.

BENJAMIN L. RICHARDS,

Rock Rapids, Iowa.

RECORDING SECRETARY.

WALTER H. BARNEY,
Industrial Trust Company Building, Providence, R. I.

CORRESPONDING SECRETARY.

ROBERT H. WEEMS,
220 Lincoln Place, Brooklyn, N. Y.

EX-PRESIDENT.

EUGENE S. ELLIOTT,
Pabst Building, Milwaukee, Wis.

DIRECTORS.

Term Expires 1897.

J. H. BRIGGS,
Minneapolis Chess, Checker and Whist Club,
Minneapolis, Minn.

H. A. MANDELL,
40 Buhl Block, Detroit, Mich.

E. LEROY SMITH,
619 Broadway, Albany, N. Y.

P. J. TORMEY,
220 Sutter Street, San Francisco, Cal.

Term Expires 1896.

CHARLES E. COFFIN,
90 East Market Street, Indianapolis, Ind.

C. D. P. HAMILTON,
Easton, Pa.

A. G. SAFFORD,
1416 F Street, Washington, D. C.

NICHOLAS B. TRIST,
162 Common Street, New Orleans, La.

Term Expires 1895.

GEORGE H. FISH,
37 Union Square, New York, N. Y.

B. D. KRIBBEN,
Bank of Commerce Building, St. Louis, Mo.

GEORGE W. MORSE,
28 State Street, Boston, Mass.

E. H. SHEPARD,
Portland, Ore.

APPENDIX C.

THE AMERICAN LAWS OF WHIST,

AS REVISED AND ADOPTED BY THE AMERICAN WHIST LEAGUE AT THEIR THIRD CONGRESS, CHICAGO, JUNE, 1893.

(Reprinted, by permission, from the Official Proceedings of the Congress.)

THE GAME.

1. A game consists of seven points, each trick above six counting one. The value of the game is determined by deducting the losers' score from seven.

FORMING THE TABLE.

2. Those first in the room have the preference. If, by reason of two or more arriving at the same time, more than four assemble, the preference among the last comers is determined by cutting, a lower cut giving the preference over all cutting higher. A complete table consists of six; the four having the preference play. Partners are determined by cutting: the highest two play against the lowest two; the lowest deals and has the choice of seats and cards.

3. If two players cut intermediate cards of equal value,

they cut again, and the lower of the new cut plays with the original lowest.

4. If three players cut cards of equal value, they cut again. If the fourth has cut the highest card, the lowest two of the new cut are partners, and the lowest deals. If the fourth has cut the lowest card, he deals, and the highest two of the new cut are partners.

5. At the end of a game, if there are more than four belonging to the table, a sufficient number of the players retire to admit those awaiting their turn to play. In determining which players remain in, those who have played a less number of consecutive games have the preference over all who have played a greater number; between two or more who have played an equal number, the preference is determined by cutting, a lower cut giving the preference over all cutting higher.

6. To entitle one to enter a table, he must declare his intention to do so before any one of the players has cut for the purpose of commencing a new game or of cutting out.

CUTTING.

7. In cutting, the ace is the lowest card. All must cut from the same pack. If a player exposes more than one card, he must cut again. Drawing cards from the outspread pack may be resorted to in place of cutting.

SHUFFLING.

8. Before every deal, the cards must be shuffled. When two packs are used, the dealer's partner must collect and shuffle the cards for the ensuing deal, and place them at his right hand. In all cases the dealer may shuffle last.

9. A pack must not be shuffled during the play of a hand, nor so as to expose the face of any card.

CUTTING TO THE DEALER.

10. The dealer must present the pack to his right-hand adversary to be cut; the adversary must take a portion from the top of the pack and place it towards the dealer; at least four cards must be left in each packet; the dealer must reunite the packets by placing the one not removed in cutting upon the other.

11. If, in cutting or in reuniting the separate packets, a card is exposed, the pack must be reshuffled by the dealer and cut again; if there is any confusion of the cards, or doubt as to where the pack was separated, there must be a new cut.

12. If the dealer reshuffles the pack after it has been properly cut, he loses his deal.

DEALING.

13. When the pack has been properly cut and reunited, the dealer must distribute the cards, one at a time to each player in regular rotation, beginning at his left. The last, which is the trump card, must be turned up before the dealer. At the end of the hand, or when the deal is lost, the deal passes to the player next to the dealer on his left, and so on to each in turn.

14. There must be a new deal by the same dealer :—

I. If any card except the last is faced in the pack.

II. If, during the deal or during the play of the hand, the pack is proved incorrect or imperfect; but any prior score made with that pack shall stand.

15. If, during the deal, a card is exposed, the side not in fault may demand a new deal, provided neither of that side has touched a card. If a new deal does not take place, the exposed card is not liable to be called.

16. Any one dealing out of turn, or with his adversaries'

cards, may be stopped before the trump card is turned, after which the deal is valid, and the cards, if changed, so remain.

MISDEALING.

17. It is a misdeal :—

I. If the dealer omits to have the pack cut, and his adversaries discover the error before the trump card is turned, and before looking at any of their cards.

II. If he deals a card incorrectly and fails to correct the error before dealing another.

III. If he counts the cards on the table or in the remainder of the pack.

IV. If, having a perfect pack, he does not deal to each player the proper number of cards, and the error is discovered before all have played to the first trick.

V. If he looks at the trump card before the deal is completed.

VI. If he places the trump card face downwards upon his own or any other player's cards.

A misdeal loses the deal, unless during the deal either of the adversaries touches a card or in any other manner interrupts the dealer.

THE TRUMP CARD.

18. The dealer must leave the trump card face upwards on the table until it is his turn to play to the first trick. If it is left on the table until after the second trick has been turned and quitted, it is liable to be called. After it has been lawfully taken up, it must not be named, and any player naming it is liable to have his highest or his lowest trump called by either adversary. A player may, however, ask what the trump suit is.

IRREGULARITIES IN THE HANDS.

19. If, at any time after all have played to the first trick, the pack being perfect, a player is found to have either more or less than his correct number of cards, and his adversaries have their right number, the latter, upon the discovery of such surplus or deficiency, may consult and shall have the choice :—

I. To have a new deal; or

II. To have the hand played out; in which case the surplus or missing card or cards are not taken into account.

If either of the adversaries also has more or less than his correct number, there must be a new deal.

If any player has a surplus card, by reason of an omission to play to a trick, his adversaries can exercise the foregoing privilege only after he has played to the trick following the one in which such omission occurred.

CARDS LIABLE TO BE CALLED.

20. The following cards are liable to be called by either adversary :—

I. Every card faced upon the table otherwise than in the regular course of play, but not including a card led out of turn.

II. Every card thrown with the one led or played to the current trick. The player must indicate the one led or played.

III. Every card so held by a player that his partner sees any portion of its face.

IV. All the cards in a hand lowered or shown by a player so that his partner sees more than one card of it.

V. Every card named by the player holding it.

21. All cards liable to be called must be placed and left face upwards on the table. A player must lead or play them when they are called, provided he can do so without revoking. The call may be repeated at each trick until the card is played. A player cannot be prevented from leading or playing a card liable to be called; if he can get rid of it in the course of play, no penalty remains.

22. If a player leads a card better than any of his adversaries hold of the suit, and then leads one or more other cards without waiting for his partner to play, the latter may be called upon by either adversary to take the first trick, and the other cards thus improperly played are liable to be called; it makes no difference whether he plays them one after the other or throws them all on the table together; after the first card is played, the others are liable to be called.

23. A player having a card liable to be called must not play another until the adversaries have stated whether or not they wish to call the card liable to the penalty. If he plays another card without awaiting the decision of the adversaries, such other card also is liable to be called.

LEADING OUT OF TURN.

24. If any player leads out of turn, a suit may be called from him or his partner the first time it is the turn of either of them to lead. The penalty can be enforced only by the adversary on the right of the player from whom a suit can lawfully be called.

If a player, so called on to lead a suit, has none of it, or if all have played to the false lead, no penalty can be enforced. If all have not played to the trick, the cards erroneously played to such false lead are not liable to be called, and must be taken back.

PLAYING OUT OF TURN.

25. If the third hand plays before the second, the fourth hand may also play before the second.

26. If the third hand has not played, and the fourth hand plays before the second, the latter may be called upon by the third hand to play his highest or lowest card of the suit led, or if he has none, to trump or not to trump the trick.

ABANDONED HANDS.

27. If all four players throw their cards on the table, face upwards, no further play of that hand is permitted. The result of the hand, as then claimed or admitted, is established, provided that, if a revoke is discovered, the revoke penalty attaches.

REVOKING.

28. A revoke is a renounce in error, not corrected in time. A player renounces in error, when, holding one or more cards of the suit led, he plays a card of a different suit.

A renounce in error may be corrected by the player making it, before the trick in which it occurs has been turned and quitted, unless either he or his partner, whether in his right turn or otherwise, has led or played to the following trick, or unless his partner has asked whether or not he has any of the suit renounced.

29. If a player corrects his mistake in time to save a revoke, the card improperly played by him is liable to be called; any player or players, who have played after him, may withdraw their cards and substitute others; the cards so withdrawn are not liable to be called.

30. The penalty for revoking is the transfer of two tricks from the revoking side to their adversaries; it can be enforced for as many revokes as occur during the hand. The revoking side cannot win the game in that hand; if both sides revoke, neither can win the game in that hand.

31. The revoking player and his partner may require the hand, in which the revoke has been made, to be played out, and score all points made by them up to the score of six.

32. At the end of a hand, the claimants of a revoke may search all the tricks. If the cards have been mixed, the claim may be urged and proved if possible; but no proof is necessary, and the revoke is established, if, after it has been claimed, the accused player or his partner mixes the cards before they have been examined to the satisfaction of the adversaries.

33. The revoke can be claimed at any time before the cards have been presented and cut for the following deal, but not thereafter.

MISCELLANEOUS.

34. Any one, during the play of a trick and before the cards have been touched for the purpose of gathering them together, may demand that the players draw their cards.

35. If any one, prior to his partner playing, calls attention in any manner to the trick or to the score, the adversary last to play to the trick may require the offender's partner to play his highest or lowest of the suit led, or, if he has none, to trump or not to trump the trick.

36. If any player says "I can win the rest," "The rest are ours," "We have the game," or words to that effect, his partner's cards must be laid upon the table, and are liable to be called.

37. When a trick has been turned and quitted, it must not again be seen until after the hand has been played. A violation of this law subjects the offender's side to the same penalty as in case of a lead out of turn.

38. If a player is lawfully called upon to play the highest or lowest of a suit, or to trump or not to trump a trick, or to lead a suit, and unnecessarily fails to comply, he is liable to the same penalty as if he had revoked.

39. In all cases where a penalty has been incurred, the offender must await the decision of the adversaries. If either of them, with or without his partner's consent, demands a penalty to which they are entitled, such decision is final. If the wrong adversary demands a penalty, or a wrong penalty is demanded, none can be enforced.

40. League clubs may adopt any rule requiring or permitting methods of scoring or of forming the table, different from those above prescribed.

THE ETIQUETTE OF WHIST,

AS ADOPTED BY THE THIRD AMERICAN WHIST CONGRESS, CHICAGO, JUNE 20-24, 1893.

The following rules belong to the established Code of Whist Etiquette. They are formulated with a view to discourage and repress certain improprieties of conduct therein pointed out, which are not reached by the laws. The courtesy which marks the intercourse of gentlemen will regulate other more obvious cases.

I. No conversation should be indulged in during the play except such as is allowed by the laws of the game.

II. No player should in any manner whatsoever give

any intimation as to the state of his hand or of the game, or of approval or disapproval of a play.

III. No player should lead until the preceding trick is turned and quitted.

IV. No player should, after having led a winning card, draw a card from his hand for another lead until his partner has played to the current trick.

V. No player should play a card in any manner so as to call particular attention to it, nor should he demand that the card be placed in order to attract the attention of his partner.

VI. No player should purposely incur a penalty because he is willing to pay it, nor should he make a second revoke in order to conceal one previously made.

VII. No player should take advantage of information imparted by his partner through a breach of etiquette.

VIII. No player should object to referring a disputed question of fact to a bystander, who professes himself uninterested in the result of the game and able to decide the question.

IX. Bystanders should not in any manner call attention to or give any intimation concerning the play or the state of the game, during the play of a hand. They should not look over the hand of a player without his permission, nor should they walk around the table to look at the different hands.

It will be seen, by comparing the above Code of Laws with the English one, that they have been much reduced in number, and have at the same time been made more explicit on doubtful points. The scoring is altered (as explained on page 154) giving the

"Straight Whist" only. Some of the penalties have been slightly changed; the last turned trick is forbidden to be looked at, and some attempts are made to promote silence during play. The English custom of allowing the partner of a renouncing player to ask if he has any more of this suit, has been abolished in America, after much discussion.

APPENDIX D.

EXAMPLES OF MATCHES PLAYED IN DUPLICATE AT AMERICAN WHIST TOURNAMENTS.

(Extracted, by permission, from the Milwaukee "Whist" Journal, August, 1892.)

NO. 1.

MATCH FOR THE HAMILTON WHIST TROPHY, PLAYED AT THE SECOND CONGRESS OF THE AMERICAN WHIST LEAGUE.

INTEREST in the games of the Congress centred in the great match for the trophy offered to the League by the Hamilton Club of Philadelphia.

The sub-committee of the Executive Committee, to whom the arrangement of these battles had been referred, had been unable, on account of several various circumstances, to have a meeting so as to come to any agreement before the preliminary meeting of the Executive Committee, held the week prior to the opening session of the Congress, and then when the Executive Committee had decided upon a plan no one was disposed to give it a full indorsement. Under the plan as adopted it was arranged that the clubs entering the contest should be drawn

to play twenty-four hands with some other club, and at the expiration of such play a re-drawing should be had for another match of twenty-four hands. It was provided that the club losing two of such matches should fall out of the contest. It is easy to see that under such rules no adequate decision could be made of the competency and skill of the various contestants, but in the absence of that experience which is the most competent teacher of the exact number of teams that would enter the struggle, it is probable that the plan adopted was as satisfactory as any that could have been devised within the limited time allowed.

At the opening match, although twenty-two teams had signified their intention of entering the contest, only sixteen were actually at hand. The contest opened Tuesday evening, July 19. Teams began dropping out under the rules by the evening of the following day, so that by Friday evening the number of contestants was reduced to the Milwaukee, which had not, at that time, lost a match; to the Hamilton Club, which had lost one match, and the Capital Bicycle Club, which had lost one match. The two latter clubs were drawn to play against each other Friday evening, the Milwaukee Club standing by. The struggle between the Capital Bicycles and the Hamiltons was exceedingly interesting, and the play reflected great credit upon both clubs, but resulted in favor of the Capital Bicycles, who were then appointed to play against the Milwaukee on Saturday morning.

At the completion of the play of twenty-four hands between these two clubs the score stood tied, whereupon a second match of sixteen hands was arranged, which also tied; this tie was played off in eight hands, resulting favorably to the Capital Bicycles by one point, which club had now lost one match, and under the rules were obliged to enter a second and deciding fight against each other;

but the long contention and struggle had completely exhausted the members of the Milwaukee team, some of whom had begun the fight in poor physical condition and protested against being obliged to enter another the same evening. On the other hand, the Capital Bicycles men were obliged to return to Washington, so that it was impossible to arrange a meeting the following Monday. Under these circumstances, the two clubs united in a request to the Executive Committee proposing that the deciding game be played on the first day of the Third Whist Congress, and giving the custody of the trophy for the first six months to the Capital Club, and for the remainder of the time before the meeting of the Third Congress to the Milwaukee Club.

Under the circumstances, this was a very fortunate disposition of the matter; the two clubs had made a heroic fight and it would have been cruel to have forced the one to have gone into the concluding contest in an exhausted condition after seven hours' continuous play, and equally cruel to force its antagonist into a defeat by reason of inability to attend at a deferred time. At present both clubs stand upon an equal footing as regards the trophy, and both have equal interests in it and will be given its custody for a reasonable length of time, and both will be obliged to maintain their rights before the beginning of the Third Congress. The custody of the trophy for the first six months was conceded by the Milwaukee Club to the Capitals voluntarily, for the reason that it was thought that the interest awakened in the game by this match would be directed to the material advantage of the Capital Club, if that club was to be allowed to hold the cup while such interest was at its height.

The table on the following page gives the record of the clubs participating in the match for the Hamilton Club Trophy:

CLUBS.	Amrita.	Capital Bicycle.	Carleton.	Cherry Diamond.	Chicago.	Columbia.	Commonwealth.	Fanwood.	Hamilton.	Manheim.	Milwaukee.	Narragansett.	Providence.	St. Paul.	University.	Wilmington.	Points Won.	Games Won.
Amrita, Poughkeepsie, N. Y	..	..	..	..	4	..	..	..	..	..	..	9	4	..	..	..	17	3
Capital Bicycle, Washington	..	..	6	..	7	..	..	12	9	..	1	..	..	4	..	..	39	6
Carleton, Brooklyn, N. Y	..	..	..	..	..	..	..	..	..	..	..	..	..	..	4	4	8	1
Cherry Diamond, New York	..	..	..	..	..	..	..	..	..	1	..	..	..	..	..	..	1	1
Chicago, Chicago	..	..	..	..	..	..	..	..	..	..	..	..	..	..	..	..	0	0
Columbia Athletic, Washington, D.C.	..	..	..	..	..	..	..	..	..	..	..	..	..	..	..	..	0	0
Commonwealth, Worcester, Mass	..	..	..	..	..	..	..	..	..	..	..	..	..	..	..	..	0	0
Fanwood, Philadelphia	..	..	..	4	..	..	..	..	..	..	..	..	1	..	..	..	5	2
Hamilton, Philadelphia	1	..	9	..	..	..	..	..	..	..	..	8	..	..	9	..	27	4
Manheim, Philadelphia	..	..	..	..	..	..	..	..	..	..	..	..	..	..	..	..	0	0
Milwaukee, Milwaukee, Wis	..	..	..	..	..	..	5	11	1	..	..	..	..	3	7	..	27	5
Narragansett, Providence, R. I	..	..	..	..	..	..	..	..	..	..	..	..	..	..	..	3	3	1
Providence, Providence, R. I	..	..	..	1	..	..	..	..	..	6	..	..	..	..	..	..	7	2
St. Paul, St. Paul, Minn	..	..	..	..	..	1	3	..	..	..	..	..	..	..	..	..	4	2
University, Chicago	10	1	..	..	6	..	..	..	..	..	..	..	..	..	..	..	17	3
Wilmington, Wilmington, Del	..	..	..	..	..	..	..	..	..	..	..	..	..	..	..	..	0	0
Points Lost	11	1	15	5	11	7	8	23	10	7	1	17	5	7	16	7		
Games Lost	2	1	2	2	2	2	2	2	2	2	1	2	2	2	2	2		

[The details of each item of the foregoing General Table are given in 32 additional elaborate Tables, of which it must suffice to give the two following, as specimens.]

HAMILTON *vs.* CARLETON.

TABLE I.

	Deals 1-8.	
Work & Ballard	*vs.*	Van Vleck & Clement.
	Deals 9-16.	
Work & Remak	*vs.*	Bailey & Clement.
	Deals 17-24.	
Remak & Ballard	*vs.*	Bailey & Van Vleck.

TABLE II.

	Deals 1-8.	
Remak & Townsend	*vs.*	Bailey & Weems.
	Deals 9-16.	
Ballard & Townsend	*vs.*	Van Vleck & Weems.
	Deals 17-24.	
Work & Townsend	*vs.*	Clement & Weems.

Tab. 1.	Tab. 2.	Gain.	Deal.	Tab. 1.	Tab. 2.	Gain.
12	3	2	.... 1....	1	10	..
8	7	2	.... 2....	5	6	..
6	7	..	.... 3....	7	6	..
6	8	1	.... 4....	7	5	..
8	5	..	.... 5....	5	8	..
6	9	2	.... 6....	7	4	..
8	5	..	.... 7....	5	8	..
4	8	..	.... 8....	9	5	1
6	6	..	.... 9....	7	7	1
4	8	..	....10....	9	5	1
9	6	2	....11....	4	7	..
6	9	2	....12....	7	4	..
9	3	..	....13....	4	10	1
2	11	..	....14....	11	2	..
6	10	3	....15....	7	3	..
5	7	..	....16....	8	6	1
8	7	2	....17....	5	6	..
7	7	1	....18....	6	6	..
1	11	..	....19....	12	2	1
7	4	..	....20....	6	9	2
6	9	2	....21....	7	4	..
5	8	..	....22....	8	5	..
6	7	..	....23. ..	7	6	..
7	4	..	....24....	6	9	2
		19				10

Net gain for Hamilton, 9 tricks.

MANHEIM *VS.* PROVIDENCE.

TABLE I.

	Deals 1–8.	
Banks & Hawley	*vs.*	Calder & Bowen.
	Deals 9–16.	
Banks & Borda	*vs.*	Falkenburg & Bowen.
	Deals 17–24.	
Banks & Newhall	*vs.*	Bowen & Morse.

TABLE II.

Deals 1–8.

Newhall & Borda *vs.* Morse & Falkenburg.

Deals 9–16.

Newhall & Hawley *vs.* Calder & Morse.

Deals 17–24.

Hawley & Borda *vs.* Calder & Falkenburg.

Tab. 1.	Tab. 2.	Gain.	Deal.	Tab. 1.	Tab. 2.	Gain.
7	6	..	.... 1....	6	7	..
6	6	..	.... 2....	7	7	1
10	3	..	.... 3....	3	10	..
9	3	..	.... 4....	4	10	1
6	6	..	.... 5....	7	7	1
7	7	1	.... 6....	6	6	..
7	7	1	.... 7....	6	6	..
11	3	1	.... 8....	2	10	..
9	3	..	.... 9....	4	10	1
5	7	..	....10....	8	6	1
6	7	..	....11....	7	6	..
8	4	..	....12....	5	9	1
9	3	..	....13....	4	10	1
10	3	..	....14....	3	10	..
7	5	..	....15....	6	8	1
4	9	..	....16....	9	4	..
7	4	..	....17....	6	9	2
7	7	1	....18....	6	6	..
5	7	..	....19....	8	6	1
10	2	..	....20....	3	11	1
9	4	..	....21....	4	9	..
8	7	2	....22....	5	6	..
3	10	..	....23....	10	3	.
6	7	..	....24....	7	6	..
		6				12

Net gain for Providence, 6 tricks.

NO. 2.

A PERSONAL MATCH BETWEEN LADIES AND GENTLEMEN, PLAYED AT A TOURNAMENT OF THE BARABOO WHIST CLUB.

COPY OF THE SCORE SHEET.

	Mr. E. G. Marriott. Mrs. E. G. Marriott.	Mr. M. H. Mould. Mrs. M. H. Mould.	Mr. Sim. Mould. Mrs. Sim. Mould.	Mr. H. Grotophorst. Mrs. Grotophorst.	Mr. R. D. Evans. Mrs. R. D. Evans.	Mr. A. F. Reiner. Miss M. L. Drown.	Mr. E. P. McFetridge. Miss K. M. Potter.	Mr. W. H. Fetridge. Miss Geo. McFetridge.	Mr. R. J. Koch. Miss M. B. Potter.	Total Points.	Per Cent.
Mr. E. G. Marriott.....	....	156	160	158	156	153	155	161	159	1258	157¼
Mrs. E. G. Marriott.....											
Mr. M. H. Mould	156	....	156	158	149	161	158	155	154	1247	155⅞
Mrs. M. H. Mould											
Mr. Sim. Mould	152	156	....	157	157	150	166	162	154	1254	156¾
Mrs. Sim. Mould											
Mr H. Grotophorst	154	154	155	....	150	156	144	154	152	1219	152⅜
Mrs. H. Grotophorst											
Mr. R. D. Evans	156	163	155	162	....	153	160	158	155	1262	157¾
Mrs. R. D. Evans											
Mr. A. F. Reiner.....	159	151	162	156	159	....	164	155	154	1260	157½
Miss M. L. Drown.....											
Mr. E. P. McFetridge.....	157	154	146	168	152	148	....	163	155	1243	155⅜
Miss K. M. Potter											
Mr. W. H. McFetridge	151	157	150	158	154	157	149	....	150	1226	153¼
Miss Geo. McFetridge.....											
Mr. R. J. Koch.....	153	158	158	160	157	158	157	162	....	1263	157⅞
Miss M. B. Potter											

The above play was for a pair of fine French opera glasses presented by Mr. H. M. Acott, the leading light in Whist circles at Baraboo, as prizes for the best records.

The rules governing the match were that every gentleman participating must be a member of the club. Each gentleman to choose a lady as a partner and play a sitting against every other couple. As the record shows, the prizes were won by Mr. R. J. Koch and Miss Belle Potter.

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